

PRIMA'S OFFICIAL STRATEGY GUIDE



[primagames.com®](http://primagames.com)

This game has received the following rating from the ESRB



Mild Violence



PRIMA'S OFFICIAL STRATEGY GUIDE

ZACH MESTON

Prima Games
A Division of Random House, Inc.

3000 Lava Ridge Court
Roseville, CA 95661
(800) 733-3000

www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2002-2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games. Prima Games is a division of Random House, Inc.

Associate Product Manager: Jill Hinckley
Senior Project Editor: Brooke N. Hall
Editorial Assistant: Tamar D. Foster

"Crash Bandicoot 2: N-Tranced"™ interactive game ©2002-2004 Universal Interactive, Inc. Crash Bandicoot and related characters are trademarks or registered trademarks and © of Universal Interactive, Inc. in the U.S. or other countries. All Rights Reserved.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4213-2

Library of Congress Catalog Card Number: 2002115809



TABLE OF CONTENTS

Getting Started	3
Controls and Special Moves	4
Crystals and Gems	6
Time Trials and Relics	7
Crates and Contents	8
System Stuff	10
The Players	11
Walkthrough	
Island Intro (Level 1)	13
Prints of Persia (Level 2)	17
Lagoony Tunes (Level 3)	20
Globe Trottin' (Level 4)	22
Pharaoh's Funhouse (Level 5)	25
Runaway Rug (Level 6)	29
Evil Crunch	33
Tiki Torture (Level 7)	34
Hoppin' Coffins (Level 8)	37
Barrel Roll (Level 9)	41
Flockful of Seagulls (Level 10)	44
Magma Mania (Level 11)	45
Evil Coco	48
Run From the Sun (Level 12)	49
Now It's Istanbul (Level 13)	51
Mister Lava Lava (Level 14)	54
Water Logged (Level 15)	57
Slip-N-Slidin' Sphinx (Level 16)	58
Fake Crash	62
Rocks Can Roll (Level 17)	63
Rock the Casaba (Level 18)	66
Eruption Disruption (Level 19)	70
Spaced Out (Level 20)	73
King Too Uncommon (Level 21)	74
N. Trance	77
101 Arabian Kites (Level 23)	80
Fire Walker (Level 24)	83
Wild Nile Ride (Level 22)	86
N. Trophy	89
Multiplayer Madness	92
Super Secrets	93

GETTING STARTED

INTRODUCTION

Crash Bandicoot 2: N-Tranced is the latest entry in the mega-popular *Crash Bandicoot* franchise, which has sold more than 26 million units worldwide since its debut on the Sony PlayStation in 1996. *N-Tranced* is a follow-up to Crash's first Game Boy Advance title, *The Huge Adventure*.

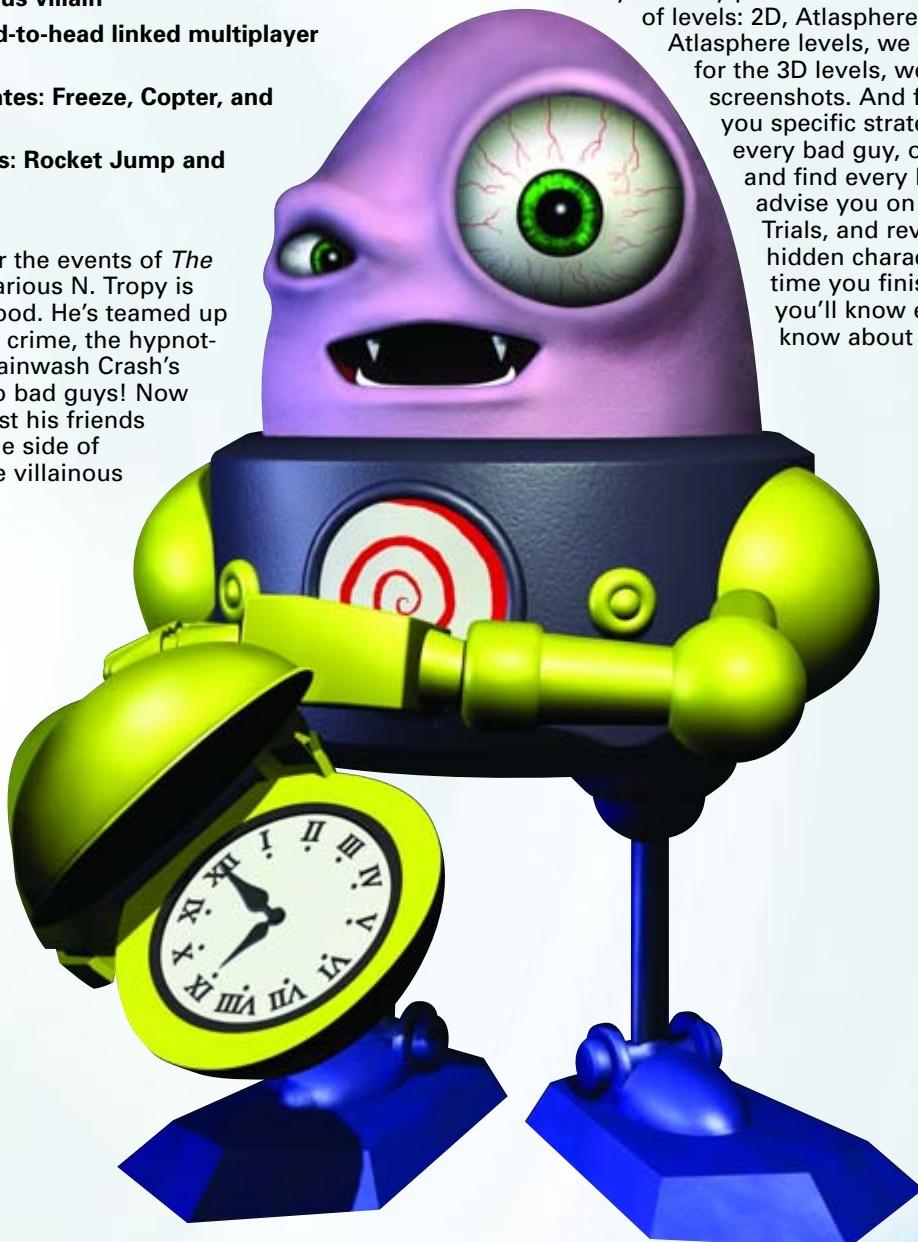
New features include:

- Eight unique environments, featuring all-new puzzles and enemies
- An all-new, all-dangerous villain
- Multiple modes of head-to-head linked multiplayer action
- Three new types of Crates: Freeze, Copter, and Magic Carpet
- Two new special moves: Rocket Jump and Super Slide

The story takes place after the events of *The Huge Adventure*. The nefarious N. Tropy is back, and he's up to no good. He's teamed up with an all-new partner in crime, the hypnotically evil N. Trance, to brainwash Crash's friends and turn them into bad guys! Now Crash must face off against his friends and bring them back to the side of good...or lose them to the villainous duo forever!

ABOUT THIS GUIDE

N-Tranced is a huge game, and this strategy guide will show you every pixel of it. *N-Tranced* contains three types of levels: 2D, AtlaspHERE, and 3D. For the 2D and AtlaspHERE levels, we give you detailed maps; for the 3D levels, we give you dozens of screenshots. And for every level, we give you specific strategies on how to beat every bad guy, overcome every obstacle, and find every hidden item. We'll also advise you on how to tackle the Time Trials, and reveal how to unlock the hidden characters and levels. By the time you finish reading this guide, you'll know everything there is to know about *N-Tranced*. Let's go!



CONTROLS AND SPECIAL MOVES

CONTROLS

MENU CONTROLS

Function	Control
Start Game/Pause/Return to Game	[START]
Highlight Menu Selection	↑, ↓, ←, →
Confirm Selection	[A]
Return to Previous	[B]



CRASH BANDICOOT

Function	Control
Move	Control pad
Turbo Run	Press and hold [L]
Spin	[B]
Tornado Spin	[B] three times
Jump	[A]
Double-Jump	[A], [A]
Rocket Jump	Press and hold [L], press [A]
Slide	← or → + [R]
Super Slide	Press and hold [L], press [R]
Body Slam	[A] to jump, [R] at top of jump
Crouch	[R] or ↓
Call Up Status Panel	[SELECT]
Call Up Pause Menu	[START]



WAKE BOARD CRASH

Function	Control
Move	Control pad
Jump	[A]
Spin	[B] While in the air
Turbo	[B]
Sharp Cuts	[L] and [R]



MAGIC CARPET CRASH

Function	Control
Move	Control pad
Fire Wumpa	[B]



COPTER CRASH

Function	Control
Move	Control pad
Spin	[B]

**SPACE COCO**

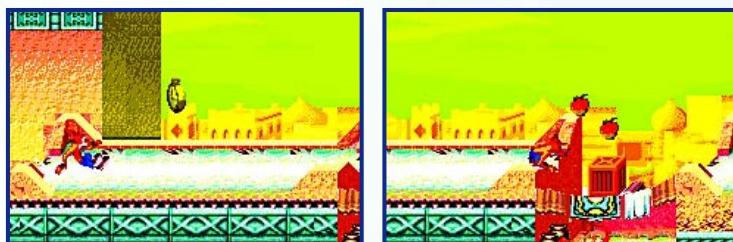
Function	Control
Move	Control pad
Shoot	Ⓐ

**ATLASPHERE**

Function	Control
Move	Control pad
Brake	Ⓐ
Speed Up	Ⓑ

SPECIAL MOVES

The Super Slide, Rocket Jump, Tornado Spin, and Turbo Run are special moves you earn by defeating certain Bosses. Each special move makes it easier to explore the 2D levels—and one of them makes the Time Trials simpler.

SUPER SLIDE

You gain this special move after you defeat Evil Crunch. The Super Slide allows you to slide across the screen, saving you from having to crawl slowly through long passages. Use it to zoom across long platforms also.

ROCKET JUMP

This special move, obtained after you defeat Evil Coco, allows you to catch more air than a double-jump. You can reach every Crate and platform in the earlier levels without the Rocket Jump, but the later levels require it. The Rocket Jump doesn't involve much lateral movement; it's straight up and down.

TORNADO SPIN

Gain this special move by defeating Fake Crash. It lasts longer than a regular spin. Use it to extend the length of a jump or double-jump, because you float slowly downward to land. The triple-press of 2 is tough to consistently execute, so practice.

TURBO RUN

Defeat N. Trance to gain this special move. It allows you to run at twice your normal speed, which makes it invaluable for earning Golds in the Time Trials of the 2D levels. Don't tackle the Time Trials until you have the Turbo Run.

The Super Slide is faster than the Turbo Run, but it's an uncontrollable move, whereas you can stop running by releasing the control pad. For certain Time Trials, use a combination of Super Slides for flat sections and Turbo Running for trickier sections.

CRYSTALS AND GEMS



CRYSTALS

There are 21 purple Crystals in *N-Tranced*, one in each of the numbered levels. (There are no Crystals in Boss levels.) Gathering the Crystals allows you to access new levels. Each Crystal is near the end of the level, and it's easy to find; making your way through the level is the hard part.



GEM SHARDS

N-Tranced contains 12 Gem Shards: four each of red, green, and blue. Each of the Shards is cleverly concealed in one of the 2D side-view levels, with one color for each "theme." Red Shards appear in the Egypt levels, Green Shards appear in the Persia levels, and Blue Shards appear in the Volcano levels.

If you collect all four Shards of a certain color, you unlock a special Gem level at the end of the world map (after you've defeated N. Trance). Here are the locations of all 12 Gem Shards; check 'em off as you play!

CLEAR GEMS

Break all of the Crates in a level to find a Clear Gem at the end of that level. Clear Gems don't impart any special powers or unlock any hidden levels. They merely reward your obsessive Crate-breaking behavior, and they count toward your game-completion percentage. You haven't really beaten the game until you've gathered all the Clear Gems.

RED SHARDS

- Pharaoh's Funhouse (Level 5)
- Hoppin' Coffins (Level 8)
- Slip-N-Slidin' Sphinx (Level 16)
- King Too Uncommon (Level 21)

GREEN SHARDS

- Prints of Persia (Level 2)
- Runaway Rug (Level 6)
- Now It's Istanbul (Level 13)
- Rock the Casaba (Level 18)

BLUE SHARDS

- Tiki Torture (Level 7)
- Magma Mania (Level 11)
- Mister Lava Lava (Level 14)
- Eruption Disruption (Level 19)

TIME TRIALS AND RELICS

BEAT THE CLOCK, WIN A PRIZE!



When you complete a non-Boss level after taking the Crystal, you activate that level's Time Trial. Re-enter the level and look for a golden stopwatch near the start. Hit the stopwatch to begin the Time Trial. A timer in the screen's lower-right corner tallies your time in hundredths of a second (!).



Each Trial offers three times to beat. Beating the slowest time of the three earns you a Sapphire Relic; beating the middle time earns you a Gold Relic; and beating the fastest time earns you a Platinum Relic.



Your fastest time, and the time to beat, are both shown on the map screen. Initially, only the slowest time is shown. Win the Sapphire Relic, and the map screen shows the time to beat for a Gold Relic. Earn the Gold Relic and the map screen reflects the (impossible!) time to beat for a Platinum Relic. Earn the Platinum Relic and only your insane time is shown.

To earn a 100-percent game-completion score, you need to win Gold Relics in every Time Trial. (Be grateful it's not Platinum Relics, or you'd be wishing awful things upon this game's programmers.)

You can take on the 3D and AtlaspHERE levels to earn the Relics, but skip the 2D Time Trials until you defeat N. Trance and earn the Turbo Run, thus sparing yourself untold frustration. The 2D-level times are virtually impossible to beat without the Turbo.



When you activate the Time Trial of a particular level, some of the Crates are labeled with numbers. Each number indicates how long the clock is paused when you hit that Crate. There are one-, two-, and three-second Crates in the Time Trials, and I bet you can figure out which ones are most useful.

While the keys to success at the Time Trials are practice and memorization—and, if you're going for Platinum Relics, unearthly reflexes—here are a few tips to help you earn the Gold.

- **Don't waste time breaking Crates you don't have to break.** Always move toward the finish line. If you must break a Crate, spin or slide through it instead of jumping on it, because the latter slows you down.
- **If you miss a one-second Crate, don't turn around;** you waste more time backtracking than you gain by breaking the Crate.
- **Watch for shortcuts.** If there's a route you can take that helps you avoid Crates or enemies, use it. A few levels have areas that are useful *only* for the Time Trial.





CRATES AND CONTENTS

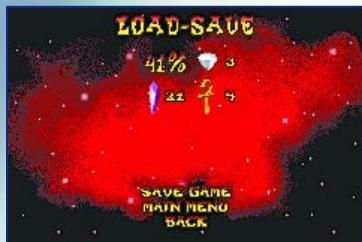
Crate	Name	Contents/Effect
	Aku Aku Crate	Protects Crash from one hit. He can have up to two Aku Akus protecting him. If he collects a third, he becomes temporarily invincible until the third Aku Aku disappears.
	Bouncy Box	Similar to a Bouncy Crate, but this one's indestructible.
	Bouncy Crate	Destroy this square springboard by hitting it with a spin.
	Checkpoint Crate	If Crash loses a life, he restarts from the last Checkpoint Crate he busted open. Every level has at least one Checkpoint Crate.
	Copter Crate	This equips Crash with the Heli-Pack for copter action. You can spin while in the Heli-Pack.
	Crash Crate	Collect the floating Crash head for an extra life.
	Crate	Grab some Wumpa fruit.
	Freeze Crate	This temporarily freezes all the enemies in the level, although they're still deadly to the touch.
	Iron Box	An indestructible hunk of metal. Destroy a Slot Box before it turns into an Iron Box.
	Magic Carpet Crate	This plants Crash upon the magic carpet, which flies constantly to the right until it decides to let Crash get off.
	Mystery Crate	There's a surprise inside every one, but it's usually Wumpa fruit.
	Nitro Crate	If you touch a Nitro Crate, it explodes and you perish. So how do you finish the level with a perfect Crate score? By hitting the Nitro Switch Box, of course.

Crate	Name	Contents/Effect
	Nitro Switch Box	Usually found at the end of a level. Smack it to destroy all the untouchable Nitro Crates in a level.
	Outline Box	The contents of these boxes appear only when you hit the level's Switch Box .
	Slot Box	As soon as the Slot Box appears on-screen, it starts "spinning." Hit the box before it turns into an Iron Crate, making it impossible to finish the level with a perfect Crate score.
	Spring Box	Bounces you into the air and gives you Wumpa Fruit with each bounce. You can hop on it five times before it breaks.
	Steel Crate	Break it with a body slam or the explosion of a TNT Crate .
	Switch Box	Smack the switch to fill in the Outline Boxes .
	Time Box	When you start a Time Trial, some of the Crates in a level turn into one-, two-, or three-second Time Boxes. Hit the Box to stop the clock and give yourself a better chance at winning a Gold Relic. The Platinum Relic isn't mentioned because winning that has nothing to do with chance.
	TNT Crate	Jump on a TNT Crate and it counts down from three, then blows up. Don't spin into a TNT Crate , or it instantly blows up.



SYSTEM STUFF

SAVING



At the Warp Room (the world map), press **START** to call up the Load-Save Screen, which shows your current game completion percentage, along with the number of Gems, Crystals, and Relics you've collected. Select **Save Game** and press **A**, then choose one of the four save-game slots and press **A** again.

LOADING



Turn on the Game Boy Advance and select **Load Game** at the main menu. (Alternately, at the Warp Room, press **START** to call up the Load-Save Screen. Select **Main Menu** and press **A**, then select **Yes** and press **A** again.)

Choose **Load Game** and press **A**. Choose the **Load Game** option a second time and press **A**, then choose one of the four save-game slots and press **A** again.



TRANSFERRING SAVED GAMES



Use this procedure to transfer saved games between two copies of *N-Tranced*, if one of your friends wants to grab your save.

Connect the Game Link Cable between two Game Boy Advance systems. Go to the Load-Save Screen on both systems. Select the **Load Link Game** option. See **Super Secrets** for more information on what you can unlock!



THE PLAYERS

CRASH BANDICOOT



NEED A LOT MORE CRYSTALS IF WE ARE TO PUT AN END TO N. TROPY'S PLANS.

Our hero! Crash might not seem like the ideal champion to save the entire planet, but this is one tough bandicoot.

COCO



COCO: OH, CRASH, THANK YOU. HOW DID YOU BREAK OUT OF N. TRANCE'S HYPNOSIS?

Coco is Crash's spirited and highly intelligent younger sister. When she's not busy solving the mysteries of the world, she's coming up with inventions to help Crash's fight against evil.

CRUNCH BANDICOOT



CRUNCH: OOOH MAN...BRAINWASHED AGAIN? THANKS FOR SAVING ME CRASH.

Related to Crash only by species, Crunch is a super-bandicoot, created to destroy Crash. Freed from Neo Cortex's mind control, Crunch has now joined up with Crash and his friends.

AKU AKU



AKU AKU: CRASH! WAKE UP! COCO AND CRUNCH HAVE BEEN ABDUCTED! FIND ME A POWER CRYSTAL SO I CAN LOOK INTO WHAT'S GOING ON. HURRY!

The ancient elder mask and Crash's supernatural mentor, Aku Aku protects Crash when he gets the chance.

DR. NEFARIOUS TROPY



The evil master of space and time, N. Tropy is always up to no good, scheming with Uka Uka to come up with a plan for world domination.

UKA UKA



The evil twin brother of Aku Aku, Uka Uka is the controlling force behind Cortex's obsession with conquering the world. He's one mean mask!

N. TRANCE



A bad egg from the fifth dimension, N. Trance uses his mastery of hypnotism to make his foes do his bidding. Crash's newest enemy may be the most dangerous one yet.

FAKE CRASH



Not much is known about the crazy character known as Fake Crash. Created during a science experiment gone wrong, he's a not-so-exact duplicate of everyone's favorite marsupial. Friend or foe? It remains to be seen....

ISLAND INTRO (LEVEL 1)

INTRODUCTION

This level is an enemy-free interactive tutorial in which you learn how to make Crash run, jump, slide, belly-flop, and more. As you touch each of the spinning question marks in the level, you're blessed with a paragraph of wisdom from Aku Aku.

SECTION 1



VITAL STATS	TIME TRIAL
CHECKPOINTS: 1	SAPPHIRE: 00:26.40
CRATE COUNT: 23	GOLD: 00:24.00
GEMS: Clear	PLATINUM: 00:12.80

1 WUMPA FRUIT



Repeating Aku Aku: "Follow the Wumpa Fruit! Collect 300 Wumpa Fruit to earn an extra life." The sweet fruits are distributed throughout every level, so you don't have to go out of your way to collect them.

3 MIGHT AS WELL JUMP



Repeating Aku Aku: "Press ⌂ to jump!" Move under the Crate and leap upward to smack it, revealing three Wumpas inside. The jump is the most essential move in Crash's arsenal.

2 SPIN AND BREAK (SOMETIMES)



Repeating Aku Aku: "Press ⌂ to spin and break Crates!" You can also jump onto Crates to break them. You won't use spinning to break every Crate. The level designers get increasingly clever with Crate placement, and to gather all the goodies contained within, you need to get increasingly clever with your Crate breaking.

4 SPRING BOX OR BOUNCY CRATE?



Repeating Aku Aku: "Bouncy Crates allow you to bounce on them several times before they break." The first time you jump on a Spring Box, an unseen timer starts counting down, and you can hit the box only a few more times before it breaks. For example, if you jump on a Spring Box, wait several seconds, and

bounce on it again, it breaks on the second bounce. In the tutorial example, you can bounce on the box five times before it breaks. Five is the maximum number of bounces you can make on a Spring Box before it breaks. This is important in later levels, when you're using boxes as platforms.

5 STACKED CRATES



Repeating Aku Aku: "Crates can be stacked. Spin or jump on them to get past." This stack of three Crates isn't tricky, but you'll break more Crates with jumps than spins in later levels.

6 TNT CRATE



Repeating Aku Aku: "Do not spin TNT Crates or they will explode! Jump on them to start the timer." When you hop on a TNT Crate, it starts ticking down from three; at zero, it blows up. You can stand close to the blast without losing a life; keep at least a Crate's worth of space between you and the TNT, and you won't be toasted.

7 N. TRANCE N-TERS!



Before you reach Checkpoint #1, you're treated to a cutscene in which the evil N. Trance is introduced, and Crunch and Coco are whisked away. Time to find a Crystal for Aku Aku!

SECTION 2



8 AKU AKU



Repeating Aku Aku: "Break the Aku Aku Crate to summon me. I will protect you from one hit." If you collect a second mask, it protects you from two hits; collect a third and you gain temporary invincibility, allowing you to charge through enemies and deadly Crates safely.

9 DOUBLE-JUMP



Repeating Aku Aku: "Press **A** two times to jump even higher." For example, press **A** once to jump, then press **A** again at the top of the leap for a second, smaller jump. Double-jumping is required in many levels, so practice it a few times before moving on.

12 HIGH BOUNCE



Repeating Aku Aku: "Hold **A** while bouncing to bounce even higher." Bounce off the Bouncy Crate to hit the Spring Box above it five times. The high-bounce applies to every Crate, not just Bouncy ones. Hold **A** after bouncing off a regular Crate, and you'll catch more air than a regular bounce. High bounces are a crucial move in later levels, because you need the extra height (and distance) to cross widely spaced Crates.

10 BODY SLAM



Repeating Aku Aku: "Press **B** while jumping to body slam. This breaks Steel Crates." And there's a Steel Crate just ripe for body slamming. You can also smash every other type of Crate with the body slam, although you don't want to hit certain types, such as a TNT Crate.

NOTE

You don't have to come down directly on a Crate to slam it; your slam has range, and you can destroy a Crate by slamming into the ground on either side of it.

13 SLIDING AND CRAWLING



Repeating Aku Aku: "Press **R** while running to slide." Slide under the Iron Crates to break the Mystery Crate. You can also slide into certain enemies to defeat them (although for other critters, you must jump on them from above). You won't slide under all three Iron Crates, so you must crawl out the other side. Crawl at any time by pressing **Z** or **Y**.

11 CRASH CRATE



Repeating Aku Aku: "The Crash Crate will give you an extra life." Destroy the Crate to reveal a floating Crash head, then grab the head to collect the extra life.



14 CHAIN REACTION



Repeating Aku Aku: "TNT Crates can destroy other Crates. Just jump on one to start the timer." Hop onto the TNT and watch as the explosion destroys the three Steel Crates below it. The trick in upcoming levels will be figuring out how not to destroy certain Crates with TNT.



15 SLOT CRATE



Repeating Aku Aku: "Spin the Slot Crate before it becomes unbreakable!" Smash the Slot Crate when it shows a question mark to get Wumpa Fruit; smash it when nothing's showing to get diddy-squat. Smash it before it turns into an invulnerable Iron Crate, leaving you unable to collect the Clear Gem at the end of the level.

16 NITRO CRATE



Repeating Aku Aku: "Do not touch green Nitro Crates or they will explode!" There's a Nitro Switch Box at the end of each level that allows you to detonate the Nitro Crates you dodged earlier. Otherwise, you couldn't destroy all the Crates and collect the Clear Gem.

THE PLOT THICKENS



AKU AKU: THIS VORTEX MUST BE THE WORK OF N. TROPY.
N. TRANCE: WITH PLEASURE.
AKU AKU: THAT TOOK ALMOST ALL THE POWER I HAD, CRASH. GOOD JOB GETTING THE POWER CRYSTAL BEFORE YOU WERE PULLED INTO THE VORTEX. BUT, I'LL
AKU AKU: THAT FLOATING ISLAND UP AHEAD WILL ALLOW US TO GO TO DIFFERENT WORLDS AND FIND CRYSTALS. HOPEFULLY WE CAN FIND COCO AND

As you collect the Clear Gem and finish the level, N. Tropy tries to suck you into his dimension, but fails, hijacking a "fake Crash" instead. Aku Aku explains what you must do now: Collect 20 more Crystals and rescue your friends from the clutches of evil.



PRINTS OF PERSIA (LEVEL 2)

INTRODUCTION

This level presents you with your first enemies, your first Bonus stage, and your first hidden Gem Shard. Savor this simple level—it gets tougher from here.

SECTION 1



① A SCORPION'S (BRIEF) TALE



On the wooden bridge is the game's first enemy, a red scorpion. You might think you can't pounce on the enormous beast, but you can spin or jump on the scorpion without fear.

③ A FEW GOOD WUMPAS



Drop into the area below the first Checkpoint Crate to gather a few Wumpas guarded by a scorpion.

② THE BIG BOING



The white overhang acts as a trampoline. Hold **Ⓐ** as you bounce to get more height.



SECTION 2



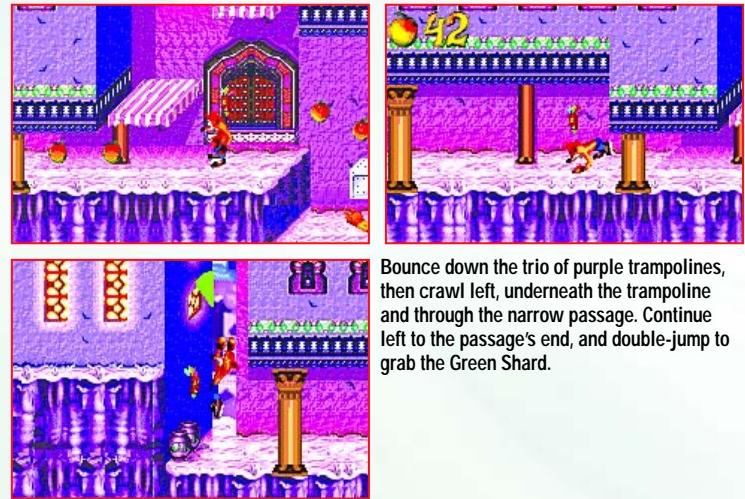
4 BOUNCE AND GRAB



Leap up the Bouncy Boxes and grab onto the yellow ledge to the right of the first Checkpoint Crate. Press **B** to spin while hanging onto the ledge, then press **A** to release the ledge and drop.

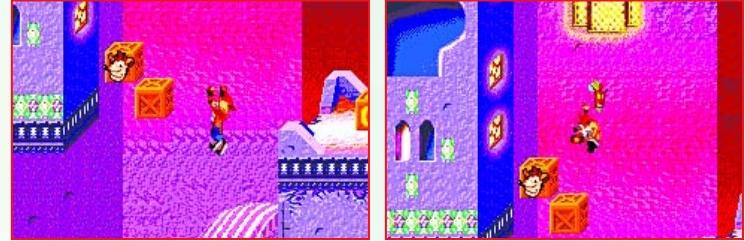


5 GREEN SHARD



Bounce down the trio of purple trampolines, then crawl left, underneath the trampoline and through the narrow passage. Continue left to the passage's end, and double-jump to grab the Green Shard.

6 CRACKIN' CRASH

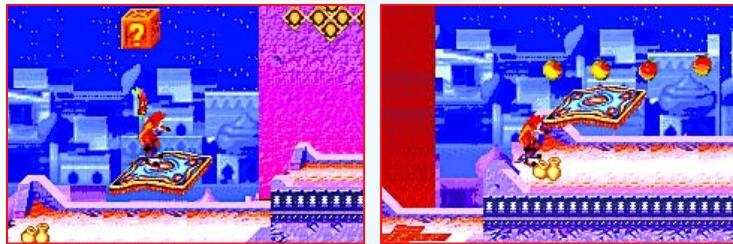


Double-jump off the trampoline or the ledge with the second Checkpoint Crate to hit the Crash Crate. Everyone likes extra lives!

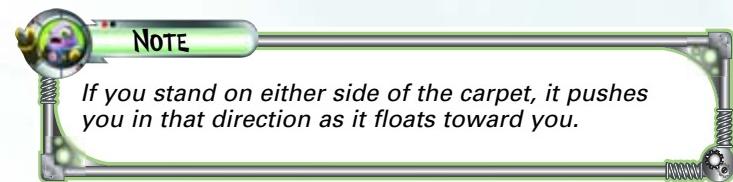
SECTION 3



7 MAGIC CARPET RIDE



The magic carpet floats left and right in an endless pattern, begging you to jump onto it and break the Crate above. Make the carpet's dream come true!



8 CARPET BOMBER



It's tricky to hit the carpet-riding bad guy with a spin, because it's hard to judge when his carpet will strike you. Pounce on his turbaned head instead.

9 BONUS!



Jump on the question-marked platform to be swept away to the Bonus area, which is empty of enemies but filled with Crates. You get a separate Crate count for the Bonus area, but the Crates you break here apply to your total at the level's end. This first Bonus section is straightforward, but future Bonus stages are more devious in design.

BONUS SECTION



10 QUICK JUMPIN'



Hold down **A** to bounce more quickly between the Spring Boxes. Exit the bonus. The end of level portal is just a quick jump away.

LAGOONY TUNES (LEVEL 3)

INTRODUCTION



AKU AKU: CRASH, IN THIS WATER WORLD YOU WILL NEED TO USE YOUR WAKEBOARD TO COLLECT THE POWER CRYSTAL. THE WATERS ARE GUARDED BY A VIOUS...



SHARK SO BE CAREFUL!

Crate, Section 2 is from the first Checkpoint to the second, and so forth. Now let's get wet!

This is the game's first 3D level, and it plays very differently from the 2D levels. For example, you spend the entire level being pursued by a large, hungry shark. (If Crash wasn't such a laid-back marsupial, he might be slightly more stressed about the situation, but he's having too much fun on his wakeboard.) Keep in mind that Section 1 is from the start of the level to the first Checkpoint

VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 49
GEMS: Clear

TIME TRIAL
SAPPHIRE: 01:20.70
GOLD: 01:13.40
PLATINUM: 01:05.70

SECTION 1

BANDICOOT FOR BREAKFAST?



0 43



0 53

There's a shark in the water, and it enjoys raw bandicoot. Press and hold **R** to kick in the Turbo and put some distance between you and the watery predator, although the shark seems to attack roughly as often when you're *not* Turboing as when you are.

Whenever you hear the music switch from a happy-bouncy theme to an ominous tune, the shark is about to kick in its *own* speed boost and attack you from behind. You can't outrun the shark now; you must swerve away from its open mouth. If you're temporarily invincible (thanks to the Aku Aku collection) during the attack, you don't have to dodge.

If you miss a Crate, position yourself in front of it. The shark usually swims straight toward you, and might smash the Crate with its bulbous head in its blood-thirsty pursuit.

TAKE TO THE SKIES, JUNIOR BANDICOOTS



0 54



0 56

After you smack a few Crates, a red ramp appears on the screen. Hit the ramp to spin into the air and smash three airborne Crates. Ramp-jumps slow you down, so dodge them during Time Trials.

WEED WHACKING



0 81



0 92

Shortly after the ramp, you encounter several patches of green weeds. Boarding through the weeds slows you, so avoid them. Follow the line of Wumpa Fruit to get through the green stuff. In later levels, you must use **L** and **R** to slash through the narrow spaces between the weeds, but in this level, regular turns work. Hit the ramp at the end of the thicket to grab several airborne Crates, including an extra-life Crash Crate.

NASTY NITRO



0 10



0 13

Shortly before the first Checkpoint Crate is a Nitro Crate on the right. As in the 2D levels, avoid so much as breathing on the explosive Crate—but unlike in the 2D levels, you don't have to hit a Nitro Switch Box to destroy it. In the 3D levels, Nitro Crates automatically explode when they disappear into the distance.

SECTION 2

WICKED WEEDS



Shortly past the first Checkpoint Crate is a Crate in the weeds on the right side of the screen. Don't veer too sharply away from the weeds, or you'll miss the Crate.

WALL O' NITRO



Just after passing two Nitro Crates in a line, you encounter a "wall" of four Nitro Crates, spread out across the water. Hit the ramp on the wall's right side to leap the Nitros and crack the Crash Crate in the air.

A FLOCK OF SEAGULLS



Just after you collect the Crash Crate, a seagull swoops onto the screen. Don't hit the seagull when you jump, or you take damage. (You can spin into it once you're airborne, however.) The seagull sometimes dive-bombs toward the water and flies forward, so don't stay underneath or in front of it, either. Treat this and every other gull like the plague-ridden rats of the sea that they are.

THREE CRATES, ONE CHANCE



Three Crates are above a ramp, and it's tough to hit all three. Hit the ramp to smash the first, then press \triangle to smack the second and \diamond to whack the third. You might get lucky and break the second and third crates as you move left, but don't count on it.

If you miss the Crates and you're trying for the Clear Gem, let the shark gobble you and restart from the first Checkpoint Crate.

BAD RAMP! NO BISCUIT!



After smashing your 29th Crate (presuming you've hit every one in the level so far), you see a ramp on the screen's right—don't hit it. Stay on the left and hit the Crate, which you'll miss if you take a ramp ride.

SECTION 3

SHARP TURN



Two widely separated Crates appear. Smash the one on the right, then press \square to sharply turn into the one on the left.

MIGHT AS WELL JUMP



Two Crates appear, one above another. Hit the lower Crate and immediately press \circ to jump into the air and smash the second Crate.

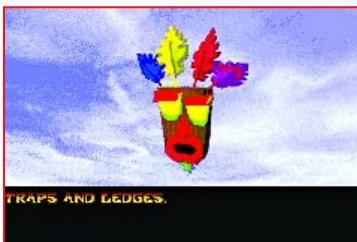
THE END



Just before the end of the level is a wall of three Nitro Crates on the left, and a regular Crate behind it. The shark chooses this moment to attack. Dodge the Nitros and swoop around behind them to smash the regular Crate, which should be your 49th. You automatically collect the Crystal and the Clear Gem as you finish the level.

GLOBE TROTTIN' (LEVEL 4)

INTRODUCTION



This is the first of three Atlasphere levels in *N-Tranced*, and it's different from the 2D and 3D levels. Take your time except during the Time Trial. We suggest you roll around with your thumb constantly on the brake (Ⓐ), so you stop whenever you let go of the control pad. You shouldn't need to press the accelerator (Ⓑ); you can even roll up ramps while holding the brake.



1 AKU AKU'S ADVICE



Aku Aku's words of wisdom are basic, but at least he's trying to help.

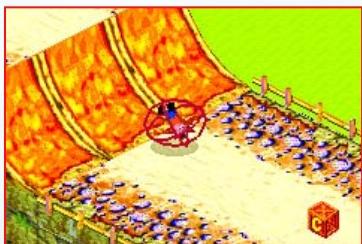
2 HELLO, ARROW



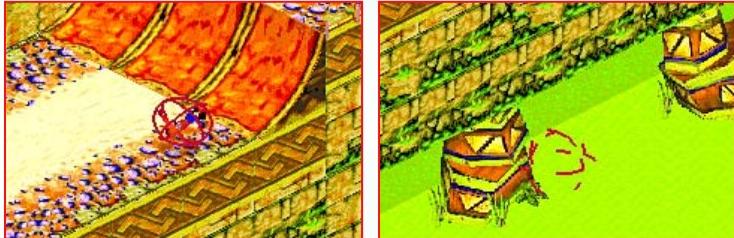
The arrows on the ground point to the exit, but you'll miss some hidden areas and a bunch of Crates if you blindly follow them; refer to our maps instead.

SECTION 1

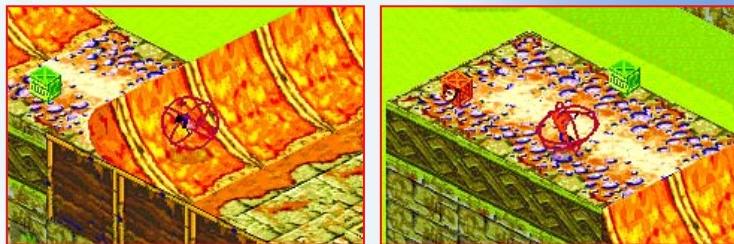


3 HIT THE BRAKES

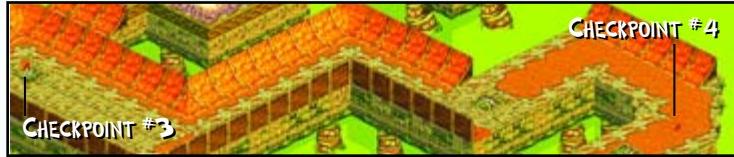
Mash ⓧ as you roll down the ramp to the first Checkpoint Crate or you'll zoom rapidly forward and possibly hit something you don't want to hit.

SECTION 2**4 WHERE'S THE GUARDRAIIII....**

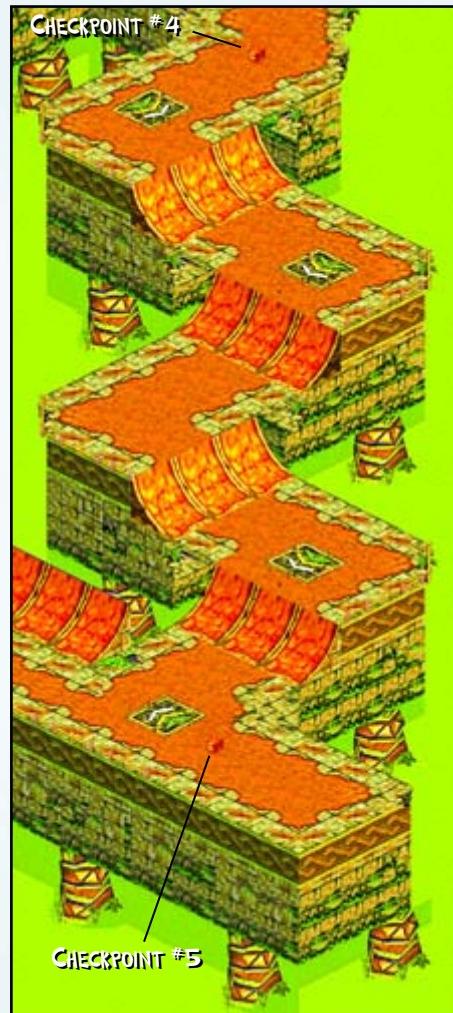
As you reach the second Checkpoint Crate, notice the missing guardrails. This is another reason to take your time and keep your thumb on the brakes.

SECTION 3**5 HIDDEN IN PLAIN SIGHT**

Roll up the ramp to the northwest of the third Checkpoint Crate to find a Crash Crate.

SECTIONS 4 AND 5

These levels are straightforward. Roll, hit Crates, hit the Checkpoint.



SECTION 6



6 CAREFUL CORNER



Use the brake as you oh-so-carefully roll into each of these three Crates on the platform's edge.

7 DON'T MISS IT

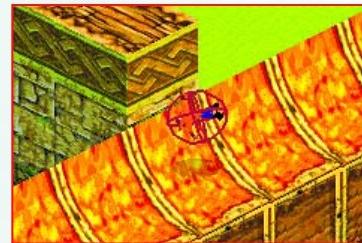


Instead of heading for the sixth Checkpoint Crate, continue up and left past the Nitro Crates to an area containing four Crates, one with an extra life. This area has four three-second Crates in the Time Trial mode, making it crucial to scoring a Gold or Platinum Relic. Instead of backtracking, drop from the right side to the platform below to save a few seconds.

SECTION 7



8 PATH TO NOWHERE



This path doesn't have any Crates, and leads you away from several Crates, so don't take it unless you're doing the Time Trial.

9 THE BIG BANG



Hit the Nitro Switch Box to detonate all 28 Nitro Crates in the level, which should take you up to the magic number of 112. Collect the Clear Gem and roll onto the platform to finish the level.



PHARAOH'S FUNHOUSE (LEVEL 5)

INTRODUCTION

Welcome to Egypt: a place of mystery, danger, and, uh, sand. And a place with an awful lot of things that try to kill you. You find your first Red Shard here and encounter the first of many challenging Crate "puzzles."

SECTION 1



VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 54 (18 in Bonus)
GEMS: Clear, Red

TIME TRIAL
SAPPHIRE: 00:33.40
GOLD: 00:30.40
PLATINUM: 00:18.80

1 PAIN IN THE ASP



The blue snake waits for you to get close, then jerks backward and strikes at you. While you can hit the snake with a spin if you're quick, it's wiser to bounce on the hisser's kisser from above.

4 DOUBLE-JUMPIN'



Stand on the edge of the chasm and spin the croc as it leaps out, then carefully jump across to the left of the TNT Crate. Now double-jump right, over the Crates. Spin into the Crash Crate for an extra life, then stand next to the Mystery Crate and spin to break it without hitting either TNT Crate. Hop onto either TNT to trigger it, then continue right.

2 WHAT A CROC



If you've never seen a crocodile leap dozens of feet into the air, wait until you reach the first gap in the ground. Jump over the hole when the croc drops back into it. You can also spin or pounce on the croc, although you don't need to.

5 OH, THAT'S REAL SLICK



3 WALK LIKE A DEAD EGYPTIAN



This supermodel-thin mummy walks *very slowly* back and forth. Spin into it (good) or pounce it (better) to give it a good unravelling.

The black patch of sludge left of the first Checkpoint Crate is oilier than a used-car salesman, and you slide when you walk onto it. There's a clever-but-slow way to cross a slick without slipping. Jump up and right, release the control pad before you land. You won't slide. Repeat the hoppin'-boppin' process until you're all the way across. This technique is useful in future levels.

SECTION 2



6 PUSH THE BUTTON, CRASH



Walk onto the floor switch and the stone wall retracts into the roof. Dash under the wall before it crashes into the floor, but watch for the snake on the other side.

7 PUSH REDUX



This sequence is more challenging: Push the button, jump onto the floating platform, then jump across and past the wall. If you time it right, you can walk onto and off the platform, but jumping is safer.

8 GUT OF STEEL



Instead of destroying the Crates individually, use a belly-flop to destroy all six at once. You can't do this with most Crate piles, but this one's just Mystery and regular Crates, so it's safe.



SECTION 3



9 REAP THE RED SHARD



Ride across the floating platforms to the stone door, but instead of entering it, drop onto the ledge below. Walk right and onto the oil slick, leaping over the first Nitro Crate and ducking the second. Jump across the gap, take the Red Shard, and hit the Nitro Switch Box to blow the Crates behind you. Return left and ride across to the floating platform and two Bouncy Crates that catapult you to the switch.

10 COFFIN UP A STORM



Spin or pounce the coffin and it shatters, revealing a mummy and his grandparent-like "old whiff." Give it the spin or the pounce.

11 I LUV U, AKU AKU



Drop into the chasm to hit the Aku Aku Crate; there's a Bouncy Box Crate below it.

12 SWITCH-HITTER



The fiend on the right side of the oil slick pulls the switch at regular intervals, causing a block to fall from the roof, slide across the slick, and drop into the chasm. Leap over the block, then spin or pounce the switch-hitter.

13 BRIDGE-BOUNCING



Bounce across the Crates one at a time to destroy them all and earn the Clear Gem. Do not spin as you bounce, or you'll drop through the Crate instead of bouncing off it.

BONUS SECTION



14 TAP THE TNT



Jump on the TNT Crate and wait on the ledge to the left. The explosion takes out both Steel Crates, allowing you to bounce on the Mystery Crate.

15 STAY IN THE MIDDLE



Jump onto the Bouncy Crate between the TNT Crates and bounce straight up five times to destroy the Spring Box. Bounce straight up again and spin to destroy the Mystery and regular Crates. Collect the Wumpas, trigger either TNT Crate, and proceed right.

16 SPIN, THEN JUMP



Jump onto the floating platform and spin to destroy the Crate to the right, then jump and smash the Crate in the air as you float left. Or, double-jump onto the higher Crate, bounce to the second Crate, then bounce right and land on the ledge.



RUNAWAY RUG (LEVEL 6)

INTRODUCTION

This level introduces Crash to the wonders of the Magic Carpet Crate and tries to kill him with a couple of new dangers, including a genie and a bed of hot coals.

SECTION 1

VITAL STATS	TIME TRIAL
CHECKPOINTS: 4	SAPPHIRE: 01:01.80
CRATE COUNT: 62 (17 Bonus, 5 Nitro)	GOLD: 00:56.20
GEMS: Clear, Green	PLATINUM: 00:47.60



① BOUNCE AND SPIN



Bounce on the Spring Box five times to milk it of Wumpas, then spin to kill the scorpion in the pit—or bounce to the right and land on the ledge.

② SAY CHEESE



This Crash Crate is easy to miss. Don't miss it!

SECTION 2



③ CLIMBIN' CRITTERS



Spin to knock several scorpions off the yellow monkey-bar ledges.



④ SHARD IN THE SKY

Drop onto the flying carpet on the right side of the scorpion-infested yellow ledges. Jump right across a series of carpets to find the Green Shard in the air. Drop to the ground and go left to hit the second Checkpoint Crate, and the two Crates to the left of the Checkpoint.

SECTION 3



5 TOP TO BOTTOM



Bounce off the Bouncy Crate to destroy the two Crates in the air, then spin and destroy the Bouncy Crate.

6 SHOCK THE MONKEY



The best way to attack the monkey is to slide into it.

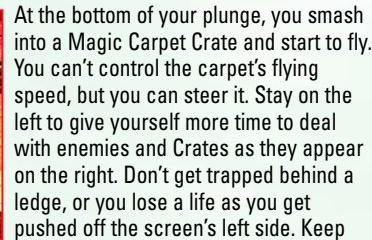
SECTION 4 (SEE MAP ON NEXT PAGE)

7 DON'T BUNGLE THE BELLY-FLOP



Stand between the two Steel Crates when you belly-flop. If you miss one, there's no way to get back up to it.

8 I BELIEVE I CAN FLY



At the bottom of your plunge, you smash into a Magic Carpet Crate and start to fly. You can't control the carpet's flying speed, but you can steer it. Stay on the left to give yourself more time to deal with enemies and Crates as they appear on the right. Don't get trapped behind a ledge, or you lose a life as you get pushed off the screen's left side. Keep hammering ⚡ to toss a steady stream of

Wumpas to kill enemies and break Crates. Don't fly into the glowing lava on the bottom of some areas.



⑨ I'M A GENIE WITH NO BOTTLE



Don't be afraid of the floating spirit, which you can take out with a single Wumpa toss.

⑩ PULL BACK ON THE STICK!



Press \uparrow after smacking the Mystery Crate to break the Crash Crate near the top of the tunnel.

SECTION 5



⑪ FLOP-FLIP



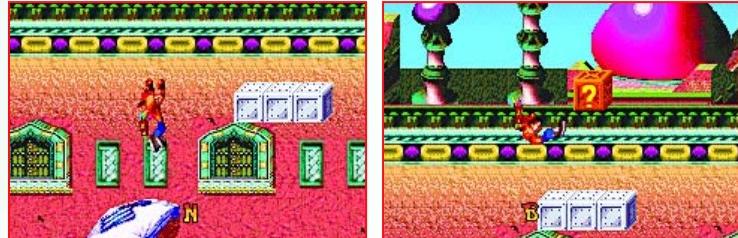
Belly-flop the first Steel Crate on the left, then grab onto the yellow ledge. Drop and trigger the TNT Crate, then continue to the right. The blast takes out the other two Steel Crates.



BONUS SECTION



12 HIGH/DOUBLE JUMP



Hold **A** to bounce off the trampoline. Release and press **A** to double-jump onto the ledge of Steel Crates below the Mystery Crate, which contains an extra life.

13 EASIER THAN IT LOOKS



Jump onto the stack of two Steel Crates and do a belly-flop.

14 THE MEAT IN A TNT SANDWICH



Do a high bounce off the trampoline and hit the Crash Crate between the TNT Crates, then trigger both TNT Crates and continue to the right.



EVIL CRUNCH

CRUNCH TIME



Here's the scenario: You're on a magic carpet, and Crunch is equipped with a shield, a jetpack, and a cannon. You and Crunch both fly to the right, through waves of Nitro Crates. You have to avoid his shots, but he can simply block yours.



Crunch leaves himself open six times before you reach the right side of the level and automatically lose a life, so take him out quickly.



Defeating Crunch adds him to your team, opens up a new area of the world map, and gives you a new special move, the **Super Slide** (hold **L** and press **R**).

The key to this Boss battle is very simple: Park yourself at the bottom of the screen and stay there. Shoot any Nitro Crates in your path; if you can't hit them with Wumpas, they won't hit you.



Crunch flies up and down, shooting to the left at regular intervals. If you're at the screen's bottom, he can't hit you because he can't fly low enough to do so.



After flying around and shooting for a while, Crunch slams into a Nitro Crate, leaving himself vulnerable for a precious moment. Shoot him while his shield is down, then return to the bottom of the screen.

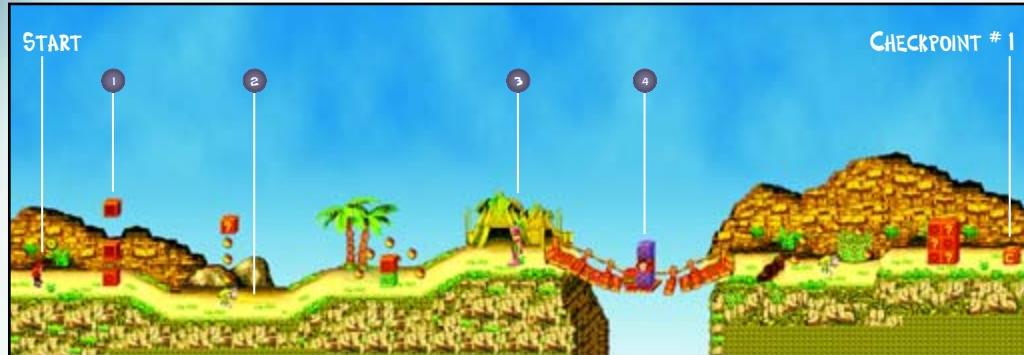


TIKI TORTURE (LEVEL 7)

INTRODUCTION

This is the first of *N-Tranced's* Volcano levels, and it's hotter than a limousine full of supermodels. Do not fall into the lava. Also keep an eye out for your brand-new jungle foes.

SECTION 1



VITAL STATS	
CHECKPOINTS:	2
CRATE COUNT:	57 (13 Bonus, 10 Nitro)
GEMS:	Clear, Blue

TIME TRIAL	
SAPPHIRE:	00:27.40
GOLD:	00:24.90
PLATINUM:	00:19.60

① BOUNCE AND BLOW



Double-jump toward the Spring Boxes and hold \Rightarrow and Ⓐ to bounce on the lower box; keep holding both to bounce onto the upper box. After you break the lower box, land to the side of the TNT. Spin into the Crate below the TNT for a Wumpa, then trigger the TNT and continue to the right.

② PLEASE DON'T POUNCE THE MONKEY



You can spin or slide into the monkey with no problems, but if you try to pounce onto it from above, or if you stand in front of it as it approaches, it chirps in anger and slams its banana to the ground. Pounce it a second time before it resumes walking with a protective fruit.

③ NEVER SPEAR, CRASH IS HERE!



This proud (and very thin) warrior tosses a spear to the left every couple of seconds. Duck under the spear, then spin, slide, or pounce the warrior.

④ CRASH CRATE SANDWICH



Double-jump onto the right side of the Crate pile, then jump and spin to hit the Crash Crate for an extra life. Jump back onto the left Crate and trigger the TNT, then continue to the right.

SECTION 2



5 DROP OUT



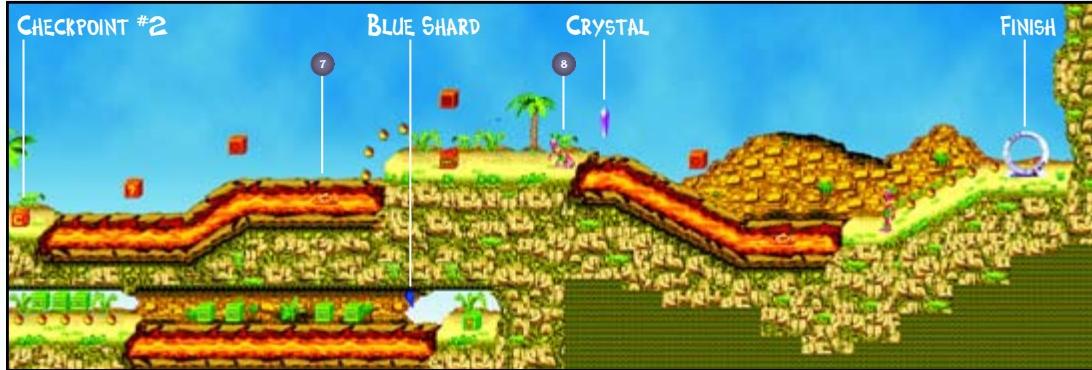
Drop into this tunnel and head right to find the Blue Shard and the Nitro Switch Box.

6 DUCK AND COVER

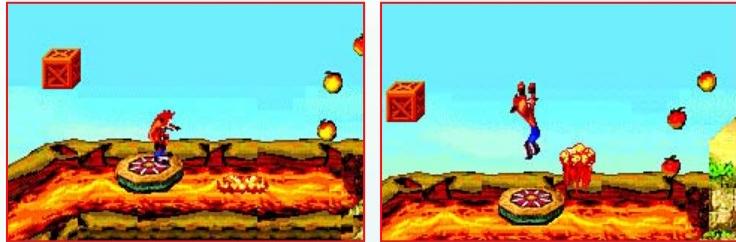


Jump onto the platform and duck under the Nitro Crates. You ride and duck a second time before you reach the Shard.

SECTION 3



7 LEAP THE LAVA



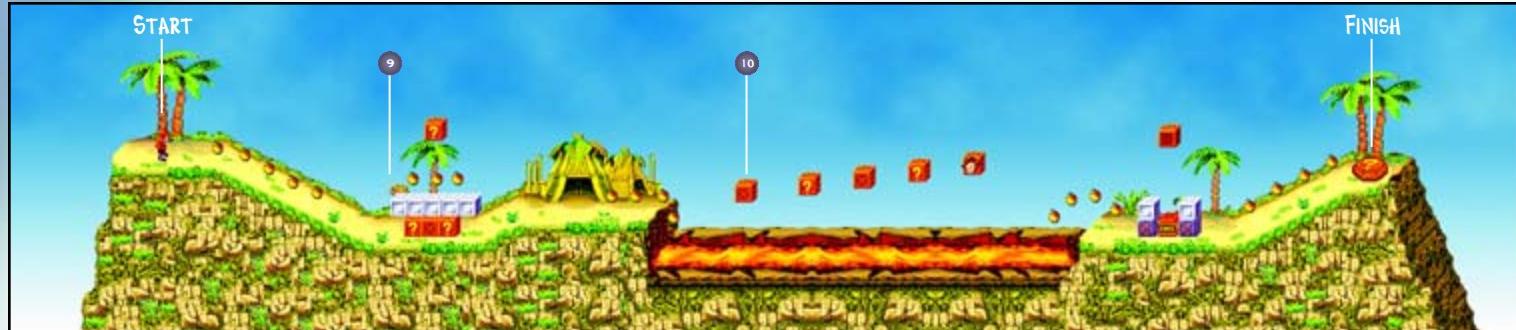
As you approach this bubbly spot, a lava rock flies out of the magma. Double-jump over the rock and land on the platform again. This is not an easy maneuver, but you'll be doing it a *lot* in future Volcano levels, so get used to it now.

8 DRINKING ON THE JOB



This disgraceful warrior chugs from his bottle of hooch and breathes fire at regular intervals. Wait until he's just exhaled a gout of flame, then run and slide into him.

BONUS SECTION



9 SUPER SLIDE



Use your newfound Super Slide power (hold **L** and press **R**) to break all three Crates in one swift motion.



10 PASS THE PLATFORM



Don't want to use the platform in the lava? Double-jump from the ledge to the first Crate in the air, then hold **A** and bounce across the Crates. Hold **△** after smashing the final Crate to land on the opposite ledge. Show-off!

HOPPIN' COFFINS (LEVEL 8)

INTRODUCTION

This level has the first genuinely tricky Bonus round and a brand-new type of mummy who's ditched his coffin for a spiky burrito. (It's hard to explain; check out the screenshot.) As always in these Egyptian levels, beware of leaping crocs as you approach any hole at the bottom of the screen.

SECTION 1

VITAL STATS	TIME TRIAL
CHECKPOINTS: 2	SAPPHIRE: 01:04.50
CRATE COUNT: 71 (22 Bonus, 15 Nitro)	GOLD: 00:58.60
GEMS: Clear, Red	PLATINUM: 00:49.70



① TOWER OF TNT



Bounce on the Crate, double-jump over the TNT stack, bounce on the Mystery Crate, and trigger the TNT. Or hold **A** as you bounce off the regular Crate to hurdle over the TNT.

③ PLATFORM PUSHIN'



Jump on the switch to make the platform start moving left and right. Watch out for the leaping crocs on both sides of the pit.

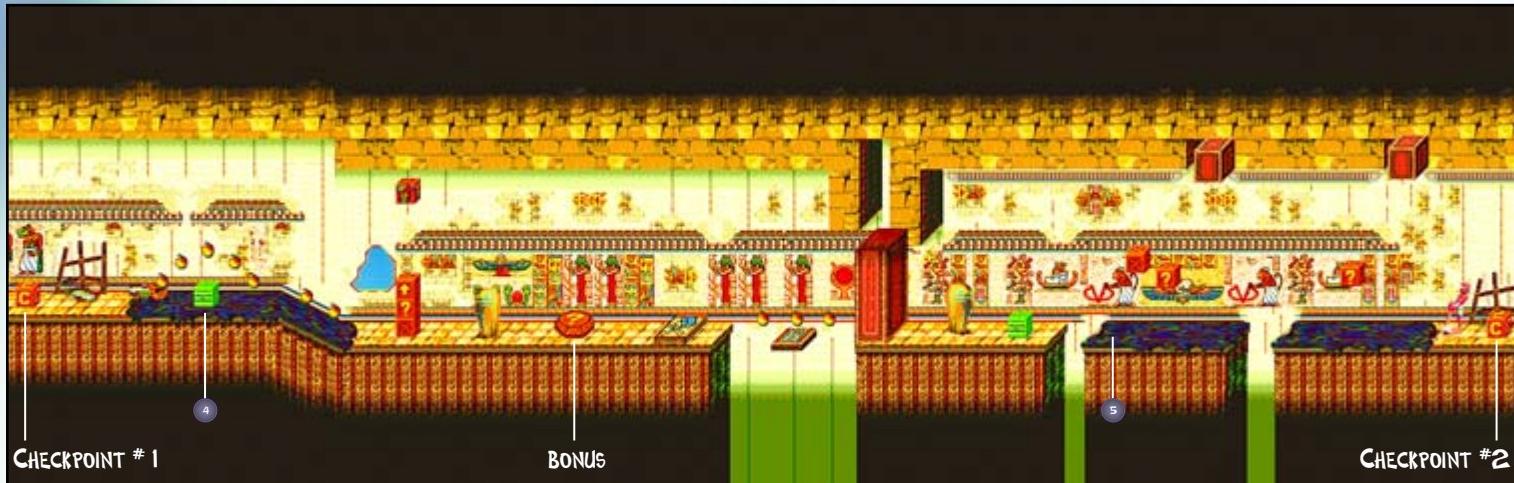
② SCARED SWITCHLESS



Jump onto the switch to trigger the stone door.



SECTION 2



4 OILY NITRO



Leap over the Nitro Crate as you slide to the right. That's all.

5 BLOCK HOP



To hit these Crates, leap onto a block as it slides across the oil. Double-jump onto the higher Crate, and bounce onto the lower Crate.

SECTION 3



⑥ THE LESSER OF TWO EVILS



Bounce between the Spring Boxes. On the fifth bounce, jump off the top and steer right to land on the TNT instead of the Nitro.

⑦ CLEVER CRETIN



This mummy has surrounded itself with a spiky shield that gives you a massive owie if you spin or slide into it. The only way to defeat the mummy, therefore, is to bounce off its bulbous head.

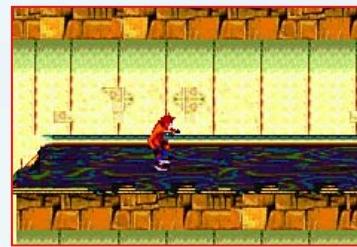


⑧ RIGHT? RIGHT!



Double-jump onto and over the pile of Steel Crates, then trigger the TNT Crate on the right. The explosion reveals the Crash Crate. Spin into it for the extra life, then trigger the TNT Crate on the left.

⑨ STAIRWAY TO HEAVEN



Hold **A** to bounce high off the Crate and land on the slick ledge. Jump over the first two Nitro Crates, then crawl under three more. Continue to the right for the Red Shard. You can also backtrack to this area after you trigger the Nitro Switch Crate, which makes fetching the shard easier.

⑩ A POINTED PROBLEM



Two sharp spikes protrude from the holes in the ledge at regular intervals. Wait for the spikes to recede, then quickly jump across to the safe ledge.

⑪ BACKTRACK



After collecting the Red Shard, run left and drop to the ledge. Hop left to the Crystal and the final few Crates. Collect them and head right to the finish.

BONUS SECTION

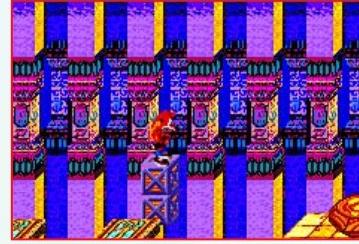


12 HIGH TRIGGER



Double-jump off the highest crate and steer left to land next to the TNT Crate. Trigger the TNT to flip the Switch Box and fill in the Outline Boxes.

15 BRUTAL BELLY-FLOP



You can spin through the first stack of two Crates, but you need to belly-flop through the Steel Crates. Jump onto the Steel Crate stack and wait for the platform below it to float all the way to the right, then jump and flop. You should land on the platform just as it moves beneath you.

13 FIVE AT A TIME



Bounce on each Spring Box *five* times, then steer right on the fifth bounce and start bouncing on the next one. Practice your "mad counting skillz"!

14 BIG JUMPS



Hold **A** and steer right to bounce from one Crate to the next. Or jump and hit each Crate, crawling under the Nitro Crates as you go.



BARREL ROLL (LEVEL 9)

INTRODUCTION

In this second AtlaspHERE level, keep one thumb on the brake (@). This gives you better control of your movements and allows you to stop more quickly. Accelerating is for dummies.

SECTION 1



VITAL STATS
CHECKPOINTS: 5
CRATE COUNT: 101 (45 Nitro)
GEMS: Clear

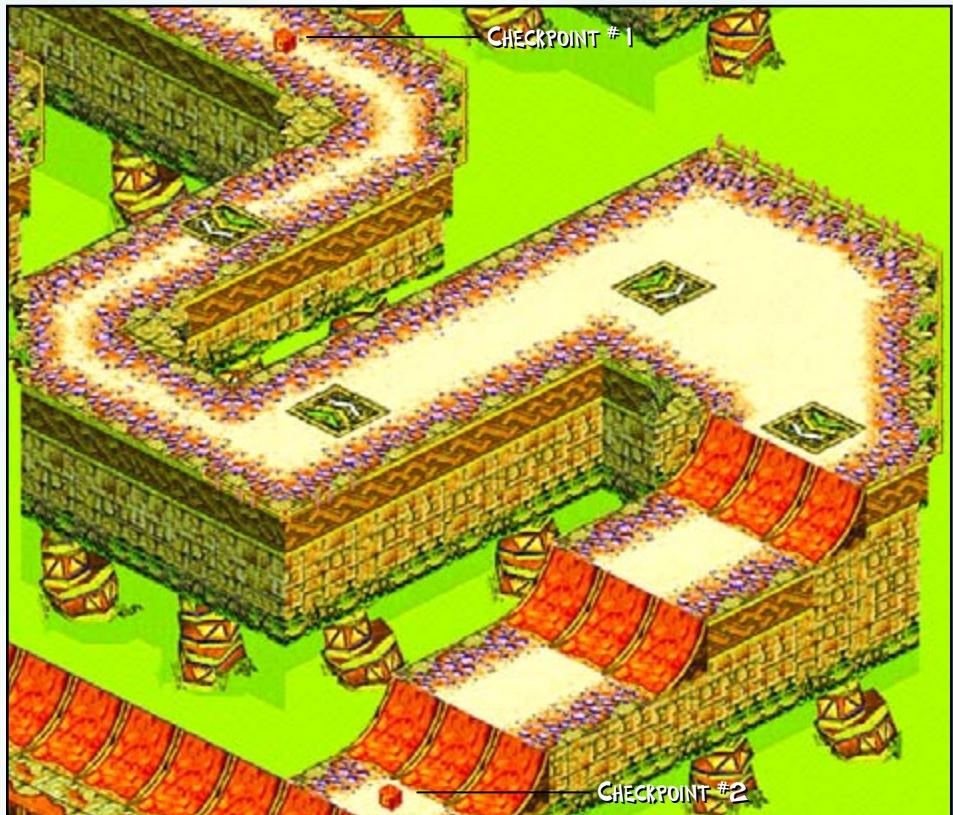
TIME TRIAL
SAPPHIRE: 01:18.30
GOLD: 01:11.20
PLATINUM: 01:07.00

① CRASH CRATE



Roll up the ramp and enjoy the refreshing taste of a Crash Crate.

SECTION 2



SECTION 3



② THE LEVEL TITLE EXPLAINED



A green barrel rolls back and forth in the half-pipe in front of the Crash Crate. Roll past the barrel when it's at the top of either side of the half-pipe to claim the Crate. You encounter several more barrels in the level, so be ready for them.



SECTION 4

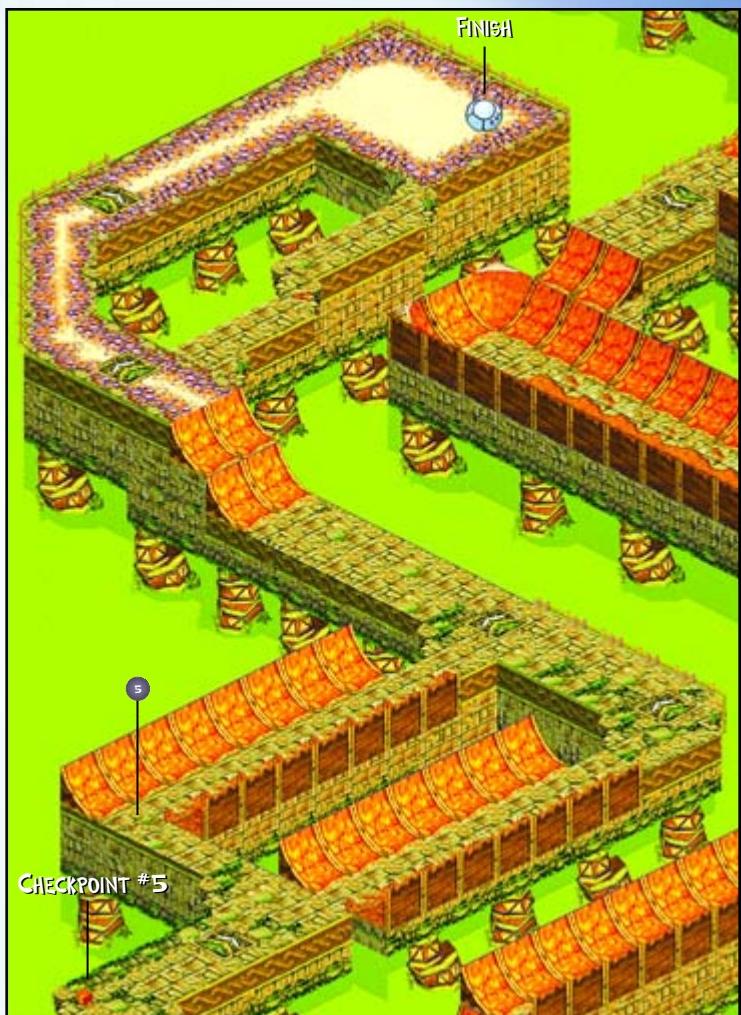


3 PENINSULA

Roll to the tip of the peninsula to find a lone Crash Crate.

SECTION 5**4 QUARTER-PIPE**

Roll slowly along the bottom of the quarter-pipe and you won't drop to your doom. We promise.

**SECTION 6****5 Go LEFT? RIGHT!**

Skip the right-hand path, which has only Nitro Crates, and go down the left-hand path, which has a Crate and a couple of barrels.

FLOCKFUL OF SEAGULLS (LEVEL 10)

INTRODUCTION

This surprisingly short level doesn't get crazy until after you've hit the first and only Checkpoint Crate. Don't speed up with **Ⓐ**. The keystrokes for speed vary depending on what Crash is riding or doing. **Ⓑ** is for speeding up in Atlaphere or if Crash is riding a wakeboard—unless you're doing the Time Trial, as the shark doesn't often attack. The slower speed gives you more reaction time.

VITAL STATS
CHECKPOINTS: 1
CRATE COUNT: 30
GEMS: Clear

TIME TRIAL
SAPPHIRE: 01:23.50
GOLD: 01:15.90
PLATINUM: 01:12.50

SECTION 1

CRASH CRATES



The first half of the level is very straightforward. Follow the line of Wumpa fruit and smack the Crates. You hit a ramp with a Crash Crate over it, then a second ramp. Steer left hard after hitting the Crash Crate above the second ramp to hit another Crate.

SECTION 2

RAMPS AND WEEDS



While you don't have to hit the ramps in the long thicket of weeds, it does help you stay away from the shark's jaws. Just follow the Wumpas.

LEFT, RIGHT, LEFT, RIGHT!



Use small left and right movements to smack all five closely spaced Crates. As you reach the Crates, seagulls appear and attack for the rest of the level, so watch out.

LEAN LEFT



As you hit the ramp, steer left and smash each of the three airborne Crates.

LAST CRATE TO CLARKSVILLE



The 30th and final Crate is near the screen's middle, in the final stretch to the finish. Crack the Crate and hit **Ⓐ** to finish the level with haste.

MAGMA MANIA (LEVEL 11)

INTRODUCTION

This level introduces a new and suicidal avian foe, but the majority of the challenge is in riding platforms across magma lakes and leaping over lava rocks.

SECTION 1



VITAL STATS	
CHECKPOINTS:	2
CRATE COUNT:	73 (15 Bonus, 15 Nitro)
GEMS:	Clear, Blue
TIME TRIAL	
SAPPHIRE:	01:00.10
GOLD:	00:54.60
PLATINUM:	00:47.60

1 SLIP-SLIDIN' AWAY



Jump toward the rope; you automatically grab it and start sliding downward. Jump and double-jump off the rope by pressing **Ⓐ**, and spin-drop from the rope by pressing **Ⓑ**, which is a clever way of offing the monkey below.

3 WHEREFORE ART THOU, SHARD?



Trigger the TNT Crate and drop to the ledge below. Either hit the Checkpoint Crate now, or wait until you've returned with the Blue Shard, depending on how confident you feel.

2 SMALL SLIDE OR BIG FALL



Use a regular slide to get under the Steel Boxes and collect the Aku Aku Crate, then slide back to the right. Use the Super Slide and you'll drop into the bottomless chasm—definitely embarrassing.



SECTION 2

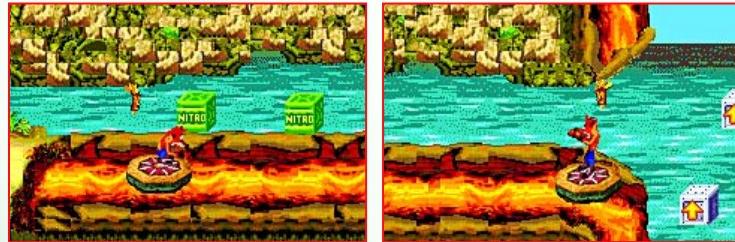


4 INTO THE FIRE



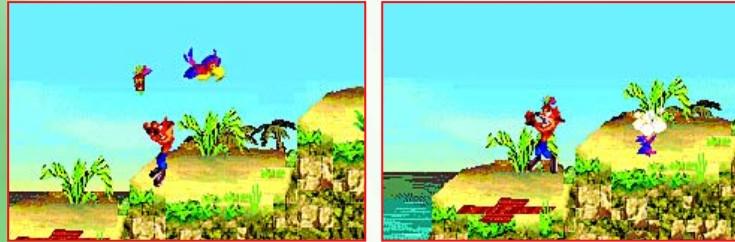
Crawl below the Nitro Crates and stay down as the fire-breather does his thing, then stand up and spin him.

5 DUCK—YES, JUMP—NO



Jump onto the platform and duck as you float past the Nitro Crates; it looks like you're going to hit them, but you won't. After you collect the Shard, the platform stops. Jump straight up and down, and the platform floats to the left. Go back to the Checkpoint Crate and proceed to the right.

6 KAMIKAZE PARROT!



As you walk beneath the parrot, it dive-bombs into the ground and explodes in a cloud of feathers. Walk right to trigger the parrot's attack, then move left before it smacks into the ground.

7 LAVA LUMP



Lava rocks fly out of the magma below the first two Crates.

8 BOUNCY BOUNCY



This stretched-out canvas serves as a trampoline. Use it to bounce over the red-hot liquid.

9 FREEZE!



Break the Freeze Crate and the fire-breathing native is paralyzed by a cloud of twinkles for several seconds. Bounce to the right and jump off his head before the Crate-effect wears off.

SECTION 3



10 HERE, STRAP THIS TO YOUR BACK



It's time for another exciting episode of Copter Crash! Remember that you can destroy Crates simply by running into them; you don't need to spin.

11 DON'T MISS IT



In your rush to finish the level, don't miss the final Crate, placed dangerously close to the lava.

BONUS SECTION



12 SPRING-A-LING



The Crash Crate is placed under the Spring Box, which means you have to bounce five times, then hit the Crash Crate once, and steer right to land on the ledge.



EVIL COCO



LOCO COCO



Coco starts by dropping bombs at you. Fly between the bombs and stay away from her. Wait for her to fly to the room's far-left side and drop her shield, then move up and spin into her.



Coco is now annoyed, and she responds to your savage attack by adding a screen-spanning laser beam to her arsenal. Wait for the beam to turn off, then fly through the bombs to the screen's opposite side. Spin into Coco a second time when she drops her shield.



Now down to a single hit, Coco destroys the room's floor, revealing the magma beneath. Don't fly too low; you'll get toasted and have to restart. Dodge the laser and bombs, and spin into Coco a third time to knock her out of the sky.



Defeating Coco adds her to your team, opens up a new area of the world map, and gives you a new special move, the **Rocket Jump** (hold **L** and press **A** for a mighty leap).

RUN FROM THE SUN (LEVEL 12)

INTRODUCTION



This level is somewhat similar to the shark levels, except now you're moving *into* the screen instead of "out" of it. The meter in the screen's lower right shows your distance from the fireball; when the flaming sphere gets close, press ⓧ to kick in the turbo-jets. The meter in the screen's lower left shows your health as a percentage, starting at 100 percent and going down-down-down as you're struck by harmful objects.

VITAL STATS	TIME TRIAL
CHECKPOINTS: 3	SAPPHIRE: 01:45.50
CRATE COUNT: 21	GOLD: 01:35.90
GEMS: Clear	PLATINUM: 01:31.10

SECTION 1

SPACING OUT



Open Crates by running into them with the Rocket Tug or by blasting them with ⓧ. We prefer the violent approach, as you can hit the Crates from long range and focus on more immediate concerns.

FLYIN' SAUCERS?! HIDE THE COWS!



After cracking a few Crates, two UFOs appear on the screen. Dodge their blue bullets and shoot them down.

MAGNETIC MINES



After the UFOs are three spherical pods. If a pod gets close to you, it sprouts spikes and rams into you, causing damage. Shoot down the pods at long-range, but be ready to dodge them if you miss.



SECTION 2

HOT-BLOODED



You'll probably see your first exclamation mark as you cruise through this short area, meaning that the fireball is catching up with you. Fly through the Turbo Gate to hit the Checkpoint Crate and give yourself a boost.

SECTION 3

SPACE SPUDS



The asteroids look more like potatoes than enormous rocks, but don't let thoughts of golden-brown French fries distract you. Shoot or dodge the asteroids to avoid taking damage.

SECTION 4

APPLYING WHAT YOU'VE LEARNED



The final section contains both UFOs and asteroids. Shoot 'em down, hit the Turbo Gates, and rush to the finish.



Now It's Istanbul (Level 13)

INTRODUCTION

This level throws a deceptively dangerous challenge at you: rope-climbing. How hard can it be? Try climbing the rope while also weaving through explosive Crates!

VITAL STATS	TIME TRIAL
CHECKPOINTS: 3	SAPPHIRE: 01:10.60
CRATE COUNT: 92 (26 Bonus, 21 Nitro)	GOLD: 01:04.20
GEMS: Clear, Green	PLATINUM: 00:58.30



SECTION 1

1 SCIMITAR-SWINGIN' PSYCHO



This red-turbaned fellow wildly waves his sword in front of him, preventing you from attacking him with a spin or slide. Pounce on his head, or spin/slide him from behind.



2 CLIMBIN' CRASH



Jump toward the rope and you automatically grab it. Jump up the rope to "climb" it, and hold \uparrow to maintain your grip; otherwise, you eventually slide down and drop off. You can also spin on the rope to smite attackers, or press \downarrow to slide down the rope.



3 ROCKET MAN

Use the Rocket Jump to hit the Crash Crate; you can't get to it otherwise.



4 CLIMBING CRITTER



Use the spin to knock the scorpion off the rope as you jump across.



5 CHECKPOINT OF STEEL



Drop into the gap between the hot coal beds and hit the Checkpoint Crate, then proceed right to collect the Green Shard.

SECTION 2



6 HANG AND DROP



Position yourself above the Aku Aku Crate, then press \textcircled{A} to release the rail. You hit the Crate and bounce onto the rail.

7 CHAIN REACTION



Trigger the TNT Crate to destroy all the nearby Steel and Nitro Crates, then quickly jump on the carpet to the left.

8 CARPETS TO CRATE



Jump onto the carpet from the Crate stack or with a Rocket Jump, then leap left to a second carpet. Leap a third time into an alcove with an out-of-the-way Crash Crate.

9 CONCEALED CRATE



This Aku Aku Crate is partially obscured behind the foreground fencing, so don't miss it.

10 STACK ATTACK



Spin into the Mystery and regular Crates from the right side, then trigger the TNT on the left.

11 KABOOM!



This nasty fellow drops a firebomb out of the window at regular intervals, hoping to flame-broil Crash. Jump and spin the mad bomber.

SECTION 3



12 CRATES IN THE CORNERS



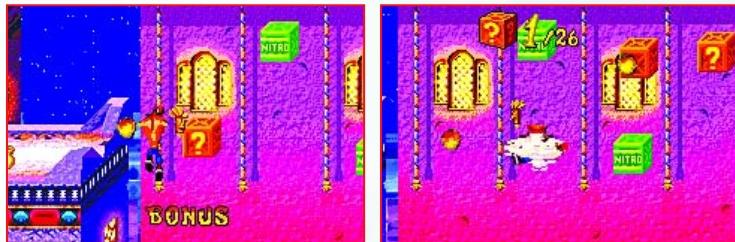
For most of this magic carpet segment, stay roughly in the middle of the screen. This gives you time to grab or shoot the Crates at the top and bottom of the screen without being pinned and pushed off the screen. Each Crate has a line of three Wumpa "pointing" to it. Keep shooting!



BONUS SECTION



13 SPIN ACROSS



Press \leftarrow or \rightarrow and \textcircled{B} to spin straight across to an adjacent rope. You do this a lot in this Nitro-fueled Bonus area.

14 OUT OF ORDER



Bounce on the Crates in this order: Crate above the Slot Box, Slot Box, far-left Crate, Crate above the TNT, TNT, far-right Crate. Jump to the rope on the right.

MISTER LAVA LAVA (LEVEL 14)

INTRODUCTION

This is a standard-issue volcano level, with an addition to the enemies and challenges you've already seen. Go forth and show your lava-leaping skills!

SECTION 1



VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 89 (12 Bonus, 11 Nitro)
GEMS: Clear, Blue

TIME TRIAL
SAPPHIRE: 01:04.00
GOLD: 00:58.20
PLATINUM: 00:50.90

① COOK THE BIRD



Jump on the parrot before riding the platform to avoid having a large bird fly down your throat, which is painful and awkward for all parties involved.

② LEFT TO RIGHT



Break the top layer of Crates, hopping left to right, and land on the Steel Crates. Trigger the left TNT Crate, then the right TNT Crate, and jump between the two Spring Boxes. Hold **Ⓐ** as you bounce between them. Steer right after breaking the regular Crate below the lower Spring Box, and spin as you land to hit the parrot.

SECTION 2



3 FIREWORKS

Grab the red rocket and you're launched into the air, flying rapidly and uncontrollably upward until you slam into a stone ceiling and drop onto a sliding rope. Slide into the cavern before the stone door slams closed.

4 HIGH-ALTITUDE CRATE

After breaking the Copter Crate (and smashing the Steel Crates), fly upward and collect the Crash Crate.

SECTION 3**5 REACH FOR THE SKY**

Zigzag through Nitro Crates to reach another Crash Crate at the top of the chamber.

6 WHAT A GEM

Leap the gap and go left across the platforms to collect the Blue Shard. Don't worry if you miss the jump; another rocket will launch you back up to try again.



7 HIGH JUMP



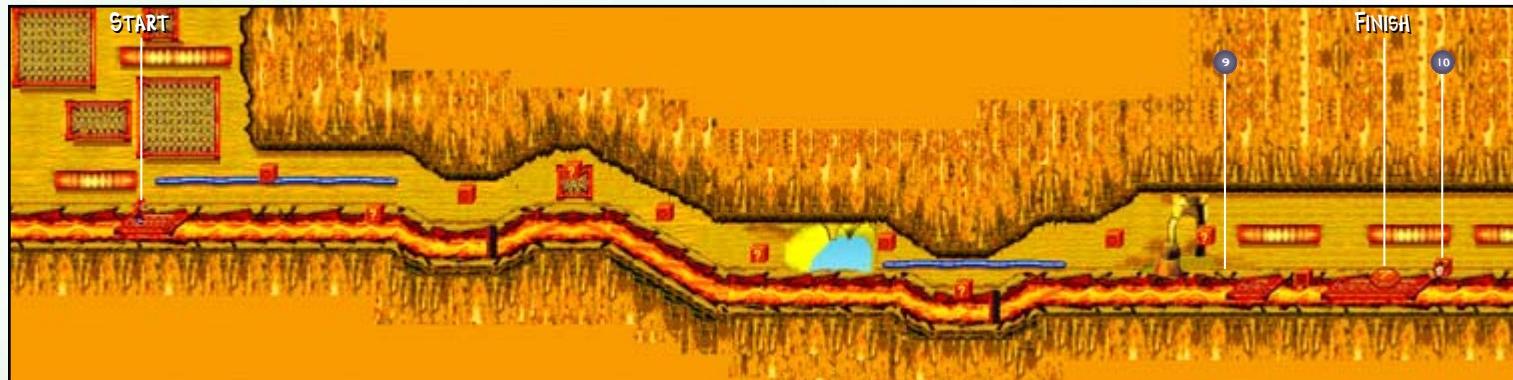
Bump off the fire-breathing native, who should be paralyzed thanks to the Freeze Crate, and Rocket Jump to the ledge. Hit the Slot Box and the Crates, then drop back to the ground and hit the Nitro Switch Box from below. If you destroyed the Bouncy Crate, use a Rocket Jump.

8 SMALL SACRIFICE



If you hit the Nitro Switch Box before collecting these Crates, they'll be destroyed. No big whoop.

BONUS SECTION



9 DON'T LEAVE YET



Crack the Crash Crate before you hastily pounce on the finish.



WATER LOGGED (LEVEL 15)

INTRODUCTION

The final water-skiing level is another one with a mild first half and a crazed second half.

SECTION 1

① ZIGZAG



The first section is stuff you've done before. Ski through the buoys, follow the trail of Wumpas, and smack the Crates.

SECTION 2

② ATTACK AVOIDANCE



The two Crates in this section are just before the Checkpoint Crate. You spend most of your time dodging the shark and the seagulls.

SECTION 3

③ THE GRAND FINALE



Hit the ramps to get airborne Crates, then collect the last few in the water while staying out of the shark's jaws. You automatically collect the Clear Gem and Crystal.

VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 25
GEMS: Clear

TIME TRIAL
SAPPHIRE: 00:58.10
GOLD: 00:52.80
PLATINUM: 00:46.10



SLIP-N-SLIDIN' SPHINX (LEVEL 16)

INTRODUCTION

This Egyptian level has two new dangers in the form of insects and floods. There's also a wimpy guy who hides behind a big shield.

SECTION 1



VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 91 (26 Bonus, 23 Nitro)
GEMS: Clear, Red

TIME TRIAL
SAPPHIRE: 00:53.80
GOLD: 00:48.90
PLATINUM: 00:43.50

1 QUICK BOUNCE



Bounce on the Spring Box five times to get the Wumpa. You have plenty of time before the TNT goes off.

2 FLOOD WATERS



In various areas, such as this one, water constantly floods and recedes. The green mark on the wall indicates the height of the flood zone. If Crash is immersed in water above his head, he drowns. Break the Crates when the water recedes and proceed to the right.



3 THE SCARAB LIVES!



The giant green bug flies to the left, lands slowly on the ground, crawls to the right, and takes off. Spin, slide, or pounce it as you see fit.

4 CHECKPOINT BOX



Rocket Jump from the Steel Crate to the ledge and trigger the Checkpoint Crate, then go right on a nitro-fueled journey to the Red Shard.

5 LOW TIDE



Spin the Crash Crate when the water recedes, then break the Crates to the left. Hit the switch to make the platform move left and right, or leave it in place.



SECTION 2



6 DON'T NICK THE NITRO



Super Slide under the Nitro Crate to grab the Aku Aku Crate, then double-jump over the Nitro Crate to collect the Red Shard.

8 WAIT FOR IT



Don't clear out the Spring Boxes until the water starts to recede. Leap back to the left ledge or onto the column of Crates as the water starts to rise.

7 SIMPLE ENOUGH



There's an extra life inside the far-right Crate. Spin and break it before you trigger the TNT Crate. Move left, wait for the explosion, then proceed to the right.



SECTION 3



9 QUICKLY, NOW!



You can stand here only for a moment or two before the stone wall crashes down. Leap onto the platform to the right, spinning on the platform to hit the jumping croc.

10 NO MYSTERY



There's no way to get the Mystery Crate without triggering the Nitro Crate, which is fine if you're invincible (thanks to the Aku Aku Crate just before this pile), but not so good otherwise. If you can't collect it, no worries. Just trigger the TNT and proceed to the right.

11 SHIELDED FROM REALITY



You can't spin or slide into the shield-holding baddie, but you can bounce on his head, because the shield is too heavy for him to lift. Hit the switch and run to the right before you're caught in the water.

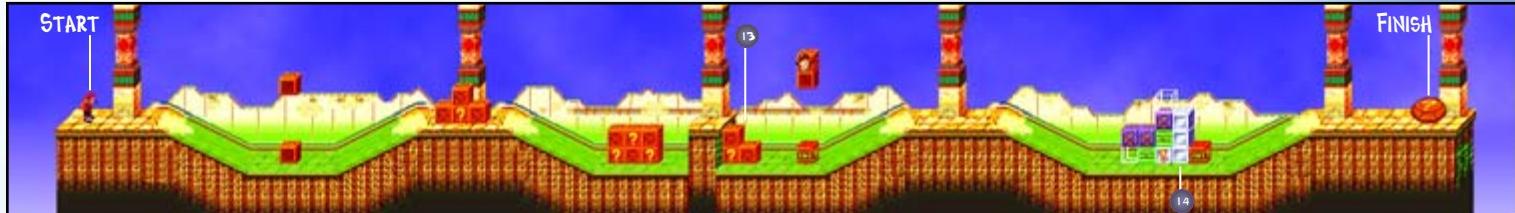
12 FLOP AND FORGET



You can't slide through the Crates without hitting the Nitros, and you can't double-jump over the Nitros, either. Do a belly-flop to destroy the Steel Crate and trigger the Nitros without taking damage.



BONUS SECTION

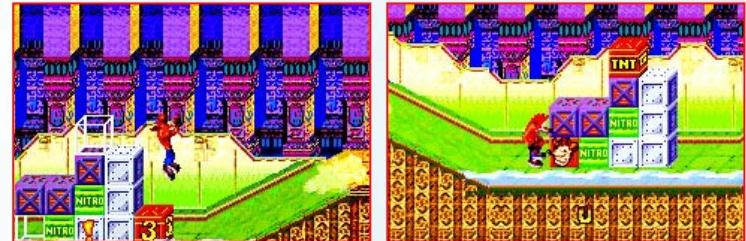


13 TNT DECOY



Double-jump off the Crate next to the ledge and onto the Crash Crate, then bounce on the Spring Box, drop back down, and trigger the TNT Crate.

14 RIGHT TO LEFT



Trigger the TNT Crate on the right and wait for the explosion, then leap onto the left side of the pile and spin to break the Crash Crate. Now trigger the TNT atop the pile and proceed to the right. Don't jump on the finish platform until the TNT blows and you get credit for the cracked Crates.



MIRROR IMAGE

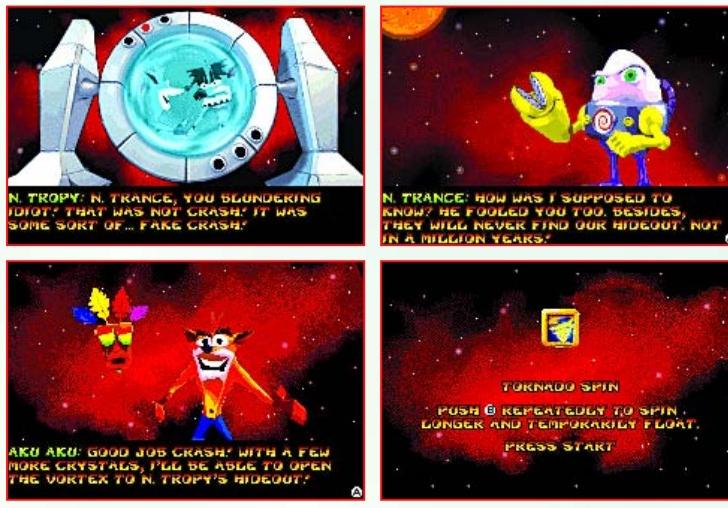


You and the Fake Crash start at opposite ends of the same ledge. Fake Crash mirrors your moves; if you jump, he jumps, and if you run, he runs. We'll use this copycat behavior to our advantage. If you touch the Fake, you lose a life, with one exception: You can spin through Fake Crash.

When you stop moving for more than a few moments, the screen shakes, and one or more rocks fall from the top of the screen. Thus, *keep moving*. Jump in place if you have to.



Jump up to each ledge and position yourself so that each pair of spikes pokes Fake Crash. Don't get poked yourself. The spikes disappear after damaging Fake Crash. Spin through the Fake to the other side of the screen and lure Fake Crash into the other pair of spikes, then repeat the process.



Hit the Fake Crash with four spikes to win the battle. N. Troy and N. Trance curse their ill fortune, while Aku Aku praises you. Defeating Fake Crash adds him to your team, opens up the final area of the world map, and gives you a new special move, the **Tornado Spin** (press **B** rapidly).

ROCKS CAN ROLL (LEVEL 17)

INTRODUCTION

The third and final AtlaspHERE level is the most challenging of the lot, with a brand-new obstacle.

SECTION 1



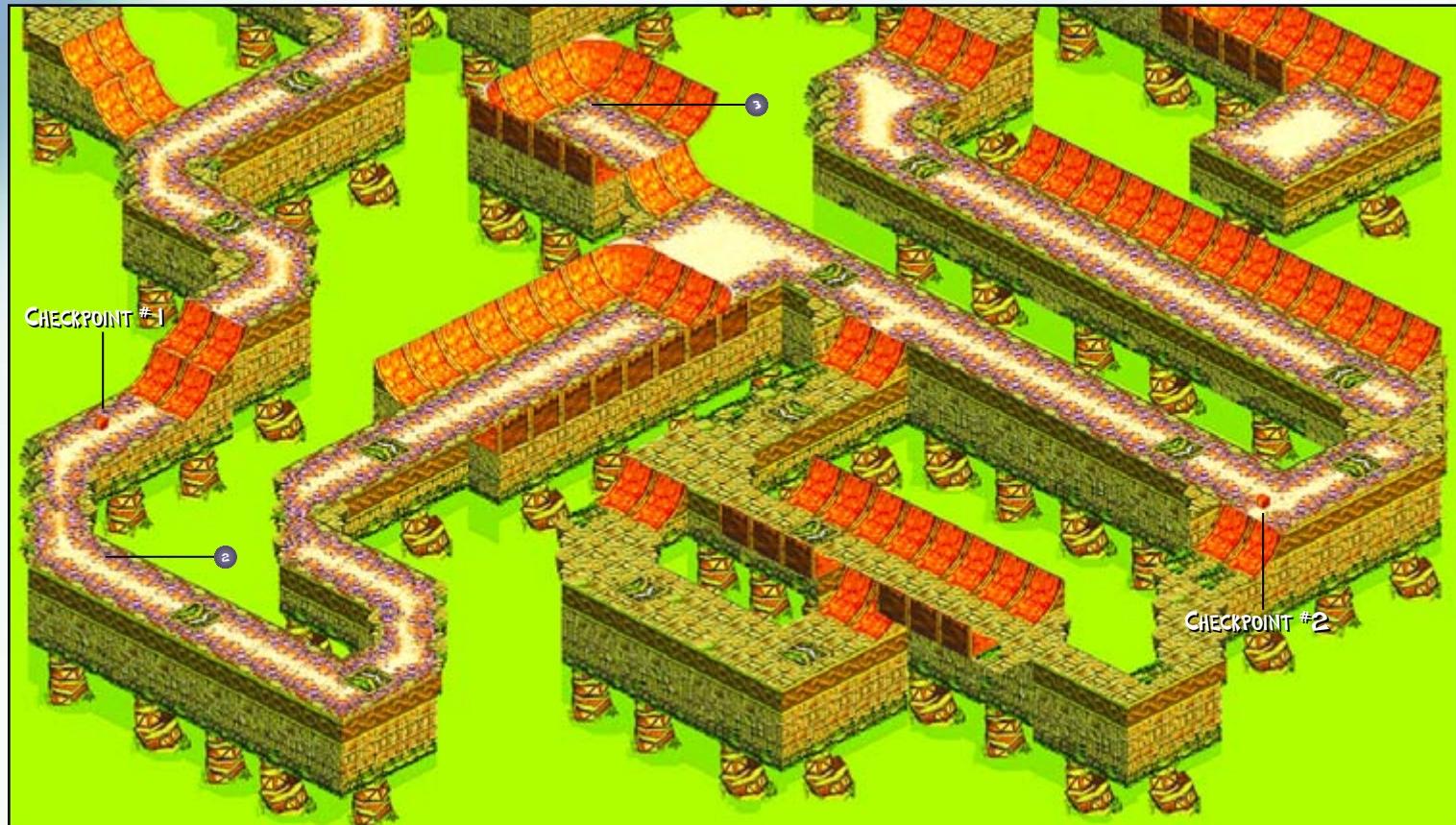
VITAL STATS
CHECKPOINTS: 3
CRATE COUNT: 114 (32 Nitro)
GEMS: Clear

TIME TRIAL
SAPPHIRE: 01:10.40
GOLD: 01:04.00
PLATINUM: 00:55.70

1 NEW LEASE ON LIFE



SECTION 2



2 LASER: ACRONYM OR DEADLY THING?



A laser beam bounces back and forth between the gates at regular intervals. Wait for the beam to go down and make a break for it.

3 TONIGHT, ON A VERY SPECIAL CRASH CRATE



Don't miss this Crash Crate—and don't miss the one at the bottom of this section, either.

SECTION 3**SECTION 4****4 SHORTCUT**

Use this laser-free path when you're running the Time Trial.

ROCK THE CASABA (LEVEL 18)

INTRODUCTION

We take you on a "long-cut" through this level to make the Bonus round easier, but you can take the normal route if you desire: Head right from Checkpoint 3 instead of dropping to the Checkpoint Box.

SECTION 1



VITAL STATS
CHECKPOINTS: 3
CRATE COUNT: 109 (24 Bonus, 31 Nitro)
GEMS: Clear, Green
TIME TRIAL
SAPPHIRE: 01:20.90
GOLD: 01:13.50
PLATINUM: 00:58.90

1 SNEAKY-BEAKY!



From the start, walk left and drop off the ledge to land on a Spring Box that you probably never would have guessed was there.



3 ACT FAST



Jump over the pile and hit the Slot Box before it steels itself.

2 TRICKY SEQUENCE



Slide off the rope to trigger the TNT Crate, then bounce right onto the Bouncy Box, and bounce up to grab the rail.



4 BIG AIR



Rocket Jump from the top of the Steel Crate pillar, double-jump off the Mystery Crate, and land on the ledge.

5 COLLATERAL DAMAGE



Do a Super Slide through the tunnel. You collect an Aku Aku Crate, then lose it when you slam into the Nitro Crates—unless you already have two Aku Aku masks, in which case collecting the third triggers invincibility.

6 WE THREE CRATES OF ORIENT ARE



Trigger the TNT Crate on the other side of the Nitro Crates, then drop to the Checkpoint Crate and collect the three Crates to the left.

SECTION 2



7 I LOVE YOU, CRASH



Drop onto the TNT Crate to trigger it, then drop onto the Crash Crate for an extra life, then run right.

8 ONE CRATE TO BIND THEM ALL, AND IN THE DARKNESS BREAK THEM



Jump onto the Aku Aku Crate, then drop to the Freeze Crate. Break it, then jump back up through the hole, trigger both TNT Crates, and proceed to the right.

SECTION 3



9 NOSE-DIVE



In this Magic Carpet Crash section, each Crate is indicated by two Wumpas instead of three. Shoot the Crates instead of ramming them; you won't have enough time to maneuver otherwise. This particular Crate is the only one you have to ram, and it's tough to hit; make sure you're ready to dive as it approaches.

10 IN PURSUIT OF THE SHARD



Drop to the Checkpoint Box and whack it, then proceed to the right to find the Green Shard along with many enemies.

SECTION 4



11 SHOOTING SPARKS

As you approach the floating carpet, the genie nods and shoots a spark at you. Kooky! Duck under his "tail" as you float to the right.

12 MAKE A LEFT

Head toward the Crystal, the Bonus, and the final Checkpoint Crate.

13 HOT GRATE

Flames erupt from these circular grates at regular intervals. Leap or run past the grates to avoid a hot-foot.

14 CRATE CLEANUP

Break the final Checkpoint Crate, drop back down into the tunnel, and return to the finish. Sweet!

BONUS SECTION

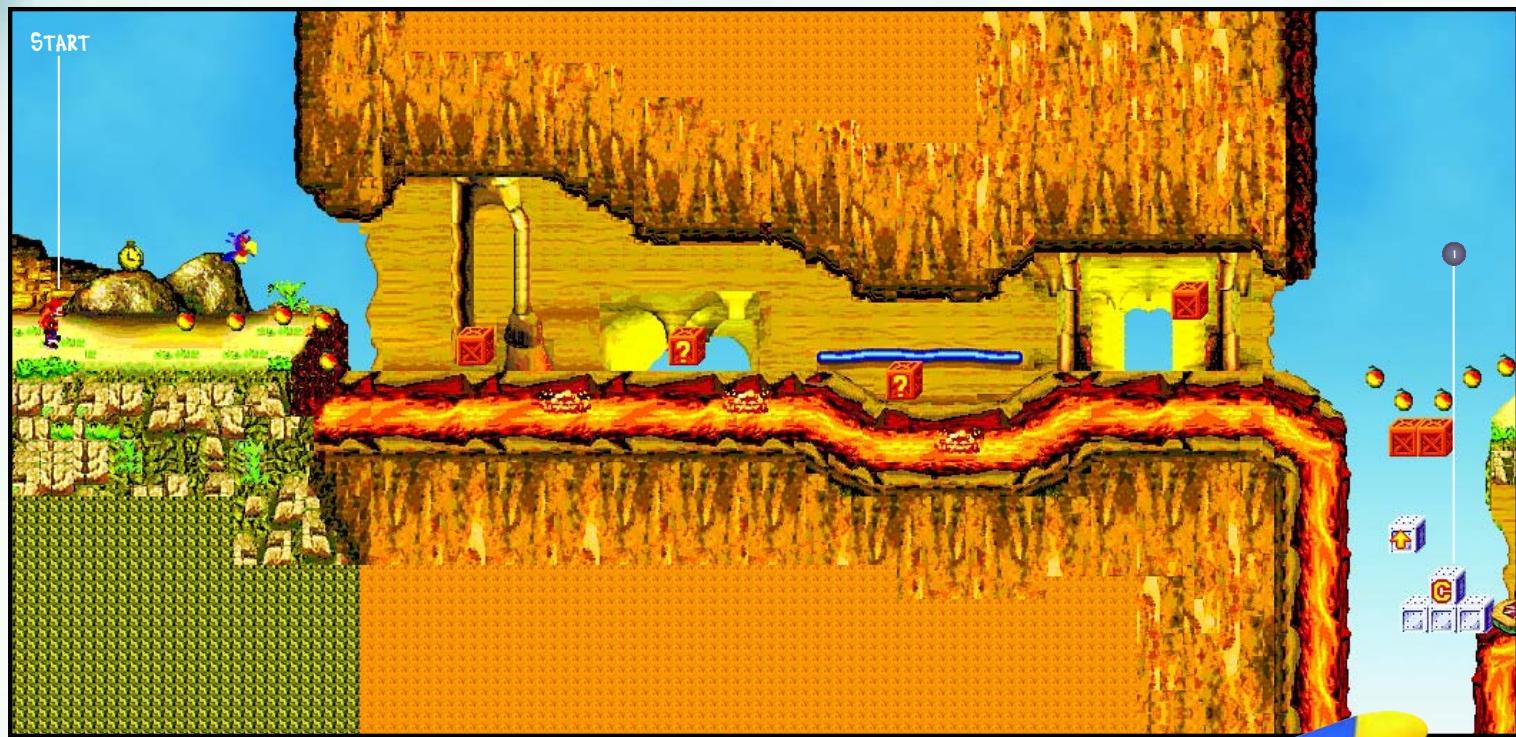
ERUPTION DISRUPTION (LEVEL 19)

INTRODUCTION

Copter-flyin' and rope-slidin' are the highlights of this Volcano level, which tests your jumping skills.

SECTION 1

VITAL STATS	TIME TRIAL
CHECKPOINTS: 2	SAPPHIRE: 01:05.90
CRATE COUNT: 108 (31 Bonus, 33 Nitro)	GOLD: 00:59.90
GEMS: Clear, Blue	PLATINUM: 00:50.30



① WE'RE OFF TO GRAB THE SHARD



The quest for this level's Shard begins early. Hit the Checkpoint Crate and proceed to the right.



SECTION 2

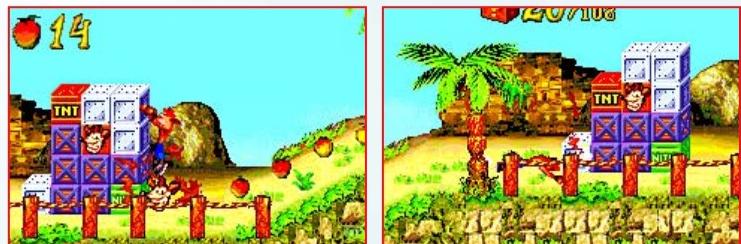


2 CHOP-CHOP



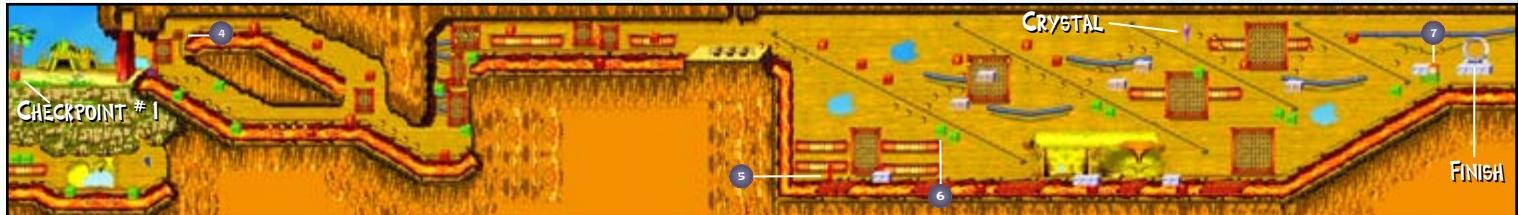
Jump from the platform and spin into the Copter Crate. When you return here after collecting the Blue Shard, touch down on the platform, and it starts floating back to the Checkpoint Crate.

3 BELLY-FLOP MAGIC



Hit the Slot Box *without* getting a TNT Crate, which will prematurely blow up the pile. Jump onto the right side of the pile and open the regular Crate for an extra life. Jump left, and position yourself left of the Iron Box. Do a belly-flop, and the shock-wave from it destroys the lower-left Steel Crate. Do two more flops, then jump right and spin into the Crash Crate for an extra life. Trigger the TNT Crate and jump away from the pile before it blows.

SECTION 3



4 THIS WAY!



Skip the passage of Nitro Crates and follow this path instead.

5 ROCKET ROUTE



If you end up at the bottom of this area, jump to the rocket and ride to the ropes.



BONUS SECTION



8 CRASH CRATE AND BIG BOOM



Jump onto the right side of the pile and crack the Crash Crate for an extra life, then trigger the TNT Crate on the left.

6 FOLLOW THE WUMPAS



Follow the trail of Wumpas through the ropes, jumping off each rope to avoid sliding into the Nitro Crates.

7 CHOOSE THE EXPLOSION



Hit the Slot Box as a TNT Crate to trigger the Nitro Crate, which triggers the Nitro Switch Box.

9 SPRING AND SLOT



Quickly bounce between the Spring Boxes, then jump from the regular Crate onto the Slot Box before it stops spinning and becomes invulnerable.

SPACED OUT (LEVEL 20)

INTRODUCTION

It's the final outer-space level, so let's cover what you learned in the last one. Press **Q** when you're about to go up like a marshmallow held too close to the campfire; fly through the red squares (Turbo Gates), but not so often that you miss Crates; shoot everything that moves.

SECTION 1

① YEAR OF THE COMET



A row of blue comets appears at the bottom of the screen and streaks upward. You can try to fly past the comets before they strike you, but it's safer to aim behind them. More comets appear throughout the level, so avoid them because they're immune to laser fire.

SECTION 2

② SNEAK-ATTACKIN' ALIENS



As you hit the first Checkpoint Crate, several UFOs fly onto the screen from behind you. Shoot 'em down before they nail you with close-range laser fire.

③ NO RELIEF FROM THE HEAT



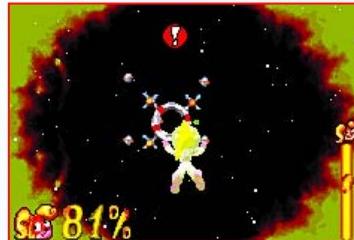
The fireball moves quicker in this level than in the first space-race level, forcing you to hit more Turbo Gates and use turbo.

VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 25
GEMS: Clear

TIME TRIAL
SAPPHIRE: 03:06.20
GOLD: 02:49.30
PLATINUM: 02:30.90

SECTION 3

④ OUT, DARN SPIKES!



The third and final section is flooded with spiky spheres. Blast as many as you can, and turbo past the rest.

⑤ CRATES IN A ROW



At the end of the level is a row of four Crates. Don't hit the Turbo Gate, or you won't have enough time to shoot the Crates before the finish.



KING TOO UNCOMMON (LEVEL 21)

INTRODUCTION

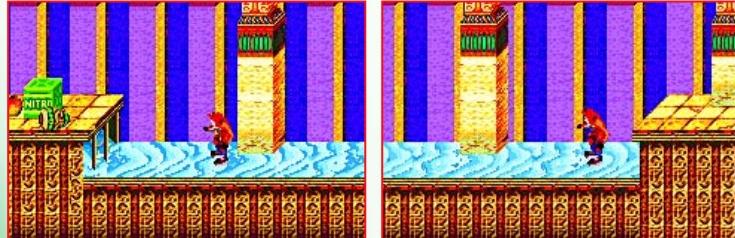
This level is filled with lots of running water. You won't face new challenges, but the old ones remain, so stay frosty and get psyched for the impending confrontation with N. Trance....

SECTION 1

VITAL STATS	TIME TRIAL
CHECKPOINTS: 2	SAPPHIRE: 00:58.40
CRATE COUNT: 91 (28 Bonus, 27 Nitro)	GOLD: 00:53.10
GEMS: Clear, Red	PLATINUM: 00:50.70



① SWEPT AWAY



Drop into the water and it carries you along in the current, slowly sweeping you from left to right. Learn to adjust to the sweeping motion in these waterways.

② CHECKPOINT CRATE



If you drop down here, you can head right and collect the Red Shard, but you'll have to finish most of the level "backward." Instead, leap right, across to the Checkpoint Crate.

SECTION 2



3 TEAR DOWN THE WALL



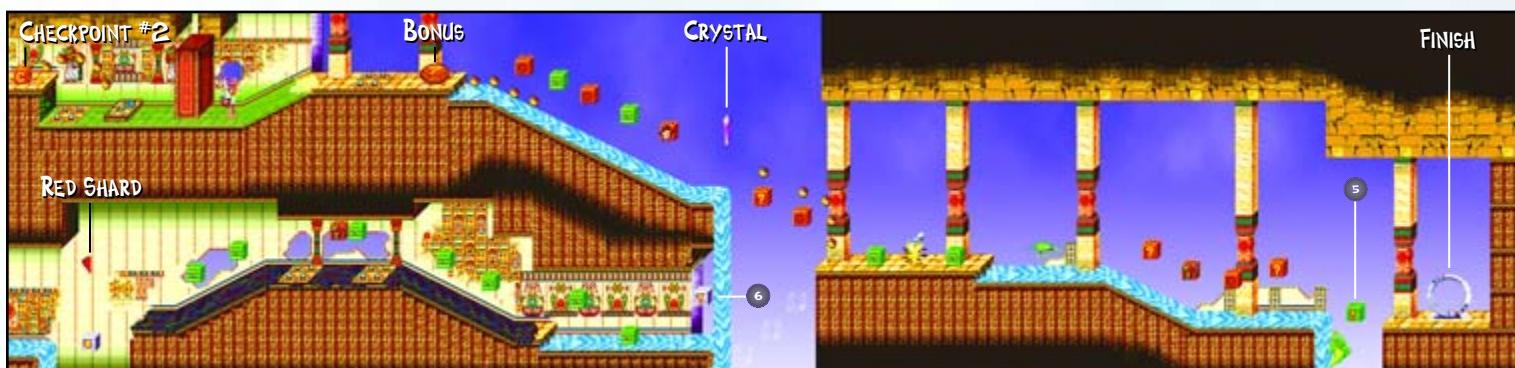
Break through the regular Crates, then double-jump over the two Nitro Crates.

4 AKU AKU FORSAKEN



If you don't traverse this passage before triggering the Nitro Switch Box at the end of the level, you'll destroy this Aku Aku Crate, along with a second one elsewhere in the passage. Detonate the switch; weaving through the Nitro Crates for the Aku Akus is more trouble than it's worth.

SECTION 3



5 CLEAR THE WAY



Hit the Nitro Switch Box and backtrack left, toward the Red Shard.

6 LEAP OF FAITH



Double-jump and Tornado Spin across the gap. Hit the Switch Box to create a "staircase" of Spring Boxes, and head left to the Red Shard. Return when you've collected it, hop up the Boxes, and head for the finish.

BONUS SECTION



7 SKIP THE BOUNCE



Use a Rocket Jump to hop up to the Crash Crate.



N. TRANCE



As you arrive in N. Tropy's lair, he asks N. Trance to deal with you, and the eggman agrees. Get ready to rumble!

ROUND 1 ...FIGHT!



When N. Trance reaches the left side of the screen, he aims and fires his claw-cannon at you. Stand at the right side of the screen and wait for him to fire, then leap over the claw as it hits your previous position. After the claw hits, hit him in the head with a spin attack.



Wait for N. Trance to hop toward you, then run underneath him as he jumps.



Repeat the attack pattern until you hit N. Trance four times. After the fourth hit, his head turns into a rocket, and he flies off the top of the screen.

ROUND 2....FIGHT!



You must knock N. Trance into the screen's lower-left corner using your spin attack. Here, Fake Crash dumps hot lava on him. Burn the eggman five times and you win the battle; fail, and you're sent back to the start of the level.

Keep hitting N. Trance and he can't attack you. If a glow appears around his head, he's about to attack—move away quickly. The color of the glow indicates the type of attack he's going to use.



If the glow is yellow, Trance unleashes a torrent of yellow bullets in the direction he faces. Trance always uses this attack immediately after he's knocked into the lava. Dive underneath N. Trance and stay there as his bullets fly harmlessly to the right.



If the glow is blue, Trance raises an eyebrow and shoots blue bullets in all directions. Get as far away from him as you can to get enough space to move between the bullets.



If the glow is red, N. Trance shoots a large red sphere. If the sphere hits you, your controls are reversed for a short period of time; pressing ↑ moves you ↓, pressing ← moves you →, etc.



If the glow is purple, N. Trance shoots a large blue sphere. If the sphere hits you, the screen floods with Copter Crashes for a few moments, making it difficult for you to distinguish yourself from the crowd.

IN PURSUIT OF N. TROPY



Whether or not you have all the Shards, you're rewarded with your final special move, the Turbo Run (hold □).



Defeat N. Trance and N. Tropy curses his henchman-choosing skills, vowing to return.



Because you've collected all the Gem Shards, Aku Aku tells you to pursue N. Tropy through his space vortex. This means you've unlocked three hidden levels on the world map. Cool! If you haven't collected all the Shards, Aku Aku encourages you to return to the earlier levels and do so. We second Aku Aku's motion!



101 ARABIAN KITES (LEVEL 23)

INTRODUCTION



This is the first of three hidden levels. Collect the Gems in all three and you fight N. Troy in the final battle. The levels lack Bonus sections, but all three are challenging. You need great jumping skills to make it through these. Refer to our maps and strategies, brave one!

VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 64 (21 Nitro)
GEMS: Clear, Green

TIME TRIAL
SAPPHIRE: 01:52.10
GOLD: 01:41.90
PLATINUM: 01:06.70

SECTION 1



1 CRATE CLEARANCE



Trigger the TNT Crate to destroy it and the Nitro Crate, allowing you to bounce on the Spring Box.

2 BLAST RADIUS



Don't worry about destroying this Bouncy Crate; you'll destroy it when you hit the Nitro Switch Box at the end of the level.

SECTION 2



3 THE LONG DROP



Drop to the platform of Iron Boxes and go right.

4 STRANGE SEQUENCE



Jump onto the TNT Crate and a magic carpet appears on the right. Jump onto the rug and watch the exploding TNT Crate set off a row of Nitro Crates, which then triggers a Switch Box. Grab the Aku Aku Crate and slam through the wall of Nitro Crates.

5 COOKIN' CRATE



Double-jump to hit the Crate without singeing your toe-hair on the flaming grates below.

6 BIG BOUNCE



Hold **A** as you bounce off the Freeze Crate to get enough height to grab the rail, then hurry right and jump over the flaming grates. (Be careful. Even the frozen flames can hurt you.)

7 WUMPA MESSAGE

The Wumpa Fruit in this corridor form letters, but the letters are horizontally flipped. Turn the letters around, and they spell "CHRISDP." This message refers to designer Chris Degnan and programmer Chris Pruett.



SECTION 3



8 MAKE IT DYNAMITE!



Hit the Slot Box so it turns into a TNT Crate, blows up, and triggers the Nitro Switch Box.



FIRE WALKER (LEVEL 24)

INTRODUCTION



The second hidden level has a cheery-yet-deadly Volcano theme, dozens of difficult jumps, and two Checkpoint Crates.

VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 115 (50 Nitro)
GEMS: Clear, Blue

TIME TRIAL
SAPPHIRE: 01:38.60
GOLD: 01:29.60
PLATINUM: 01:20.50

SECTION 1



1 STAIRWAY TO HEAVEN



Use regular jumps to trigger the TNT Crates and double-jumps to leap from one Steel Crate to the next. Each "stair" explodes as you leap to the next, so keep up a brisk pace.

3 SLAM-A-RAMA



Belly-flop on the left side of the Iron Box to destroy the Steel Crates without triggering the Nitro Crate.

2 NITRO DISPOSAL



Spin into the Crates to destroy them. As the column of Iron Boxes shifts downward, the Nitro Crate explodes, allowing you to leap over the column. If you slide through the Crates, the column crushes you.



SECTION 2

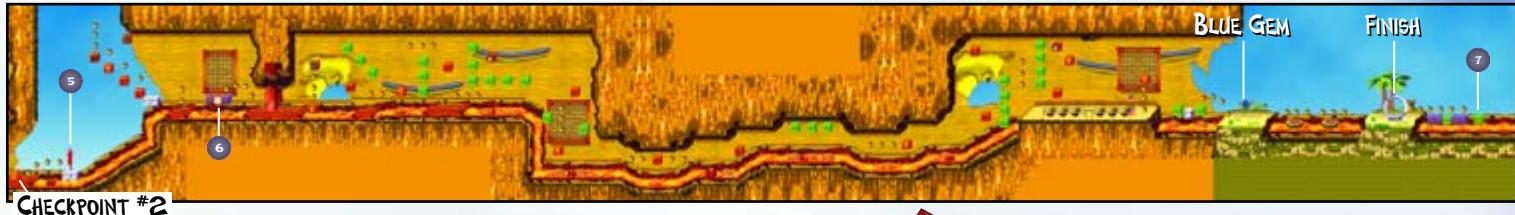


④ BAD LANDING



Steer right as you fall off the rope to avoid dropping into the magma, which causes Crash to scream "Whoa!" (If I were dropped into a pool of magma, I would probably scream something much more profane.)



SECTION 3**5 THE RIGHT ROCKET**

When the rocket hits the top of the screen, steer to the right as you fall to land on the Spring Box.

6 CHOOSE WISELY

Hit the Slot Box to make it a TNT Crate, which is the only way to destroy the Steel Crates.

7 FALSE FINISH

Double-jump over the finish portal and double-jump onto the Nitro Switch Box, which gives you a perfect Crate-destruction score. Now double-jump and Tornado Spin back to the portal.



WILD NILE RIDE (LEVEL 22)

INTRODUCTION

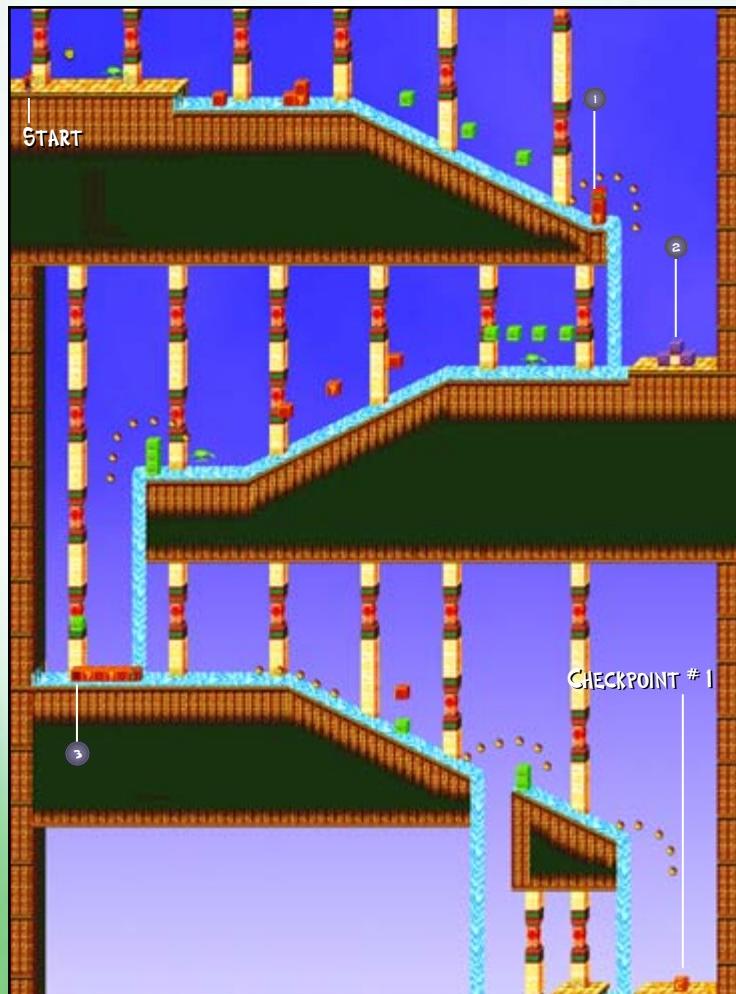


While this is listed as Level 22 in the game, it's the third and final hidden level, so we placed it after levels 23 and 24. Prepare for close Nitro Crate encounters and the hardest leaps in the game.

VITAL STATS
CHECKPOINTS: 2
CRATE COUNT: 97 (47 Nitro)
GEMS: Clear, Red

TIME TRIAL
SAPPHIRE: 01:24.60
GOLD: 01:16.90
PLATINUM: 00:45.90

SECTION 1



1 ONE CRATE AT A TIME



Stay on the left side of the stack and spin in place twice to destroy the regular Crates, then trigger the TNT Crate and drop off the ledge.

2 SURROUNDED SLOT



Belly-flop on the left side of the ledge to destroy the Steel Crate and expose the Slot Box, which you can spin for an extra life. If you belly-flop the pile, you might turn the Slot Box into a TNT Crate and blow yourself. Slam the other Steel Crates before moving on.

3 CHOOSE OR LOSE



If you want to collect the Wumpas in the Spring Box, you're going to hit the Nitro Crate—not so bad if you break the Aku Aku Crate first, but otherwise wasteful. We suggest spinning into the Spring Box and holding onto the Aku Aku mask.

SECTION 2



4 FORK IN THE RIVER



Bounce across this Box to collect the Crates against the wall, then return to the right.

5 DOUBLE TROUBLE



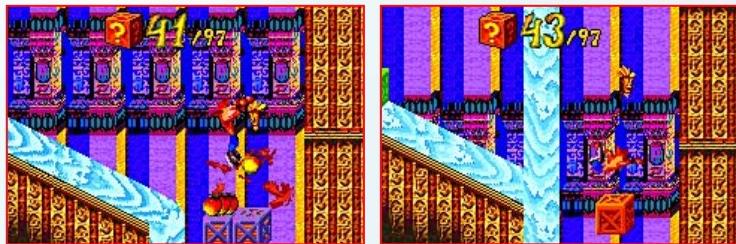
Rocket Jump to the Spring Boxes on the top, then bounce through the boxes on the bottom. And don't hit those Nitro Crates! You can leave the bottom boxes, because hitting the Nitro Switch Box destroys them.

6 UP...



Leap up the waterway and over the Nitro Crates to break the Aku Aku Crate.

7 AND DOWN

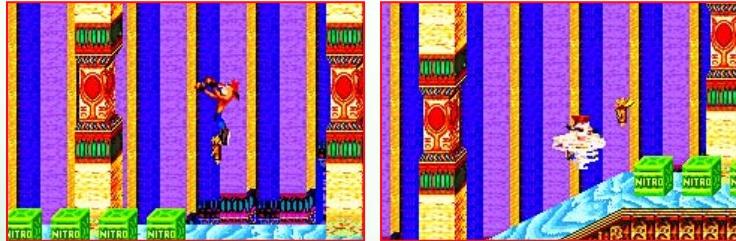


Leap down and over the gaps to break regular and Steel Crates. Belly-flop between the Steel Crates to hit two regular Crates on your plunge to the second Checkpoint Crate.

SECTION 3



8 ROCKET JUMP AND TORNADO SPIN



Rocket Jump as you approach the row of four Nitro Crates, then Tornado Spin left to soar above them. This is a tough maneuver, so don't be surprised if you hit the Crates.

Gem. Keep holding \textcircled{A} to bounce again, then press \textcircled{A} a second time to double-jump right, over the Nitro Crate.



Now jump left and onto the TNT Crate, bouncing up between the Nitro Crates. As you drop, land on the TNT Crate again. Because you triggered the TNT, you land on it instead of bouncing off it. Walk right as the TNT explodes.

9 FLAWLESS



While you don't have to collect the Red Gem without hitting the Nitro Crates, you can. Jump onto the Bouncy Crate and hold \textcircled{A} to bounce into the Red

10 No Touchy-Touchy!



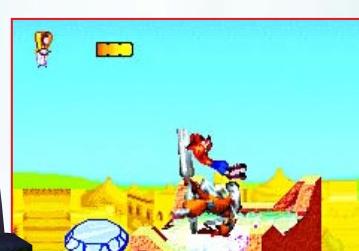
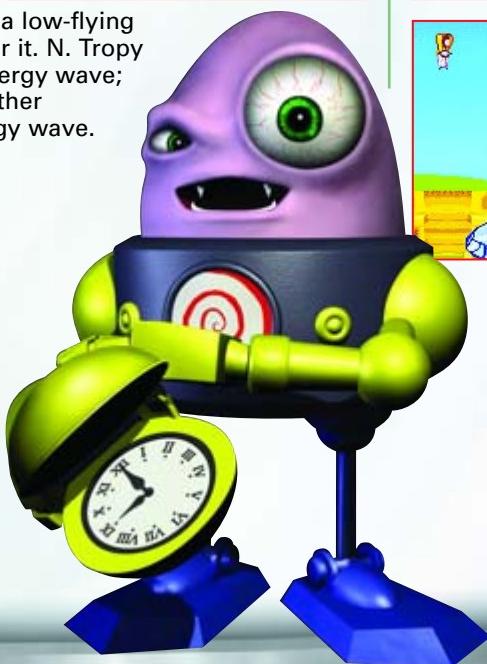
You don't need to hit the Switch Box above the Spring Box. Bounce off the Spring Box five times and go right.

N. TROPY

STAGE 1



In this first stage, N. Tropy fires a low-flying fireball at you; double-jump over it. N. Tropy follows up with a high-flying energy wave; duck under it. Double-jump another fireball, then duck another energy wave.



After his fourth shot, N. Tropy floats to the opposite side of the map, and several blue platforms appear between you and him. Quickly jump across the platforms and pounce on N. Tropy's back to damage him. (If you take too long, N. Tropy stands upright and the platforms disappear.)



N. Trophy floats left and fires the same pattern as before, but now it's four of each projectile. Double-jump and duck the attacks, then leap across the blue platforms and pounce N. Trophy a second time.



N. Trophy busts out the same attack pattern, this time firing *six* of each projectile. Dodge 'em, leap across the platforms, and hit N. Trophy a third time. He slowly disappears from the screen as his energy meter refills, and then we instantly appear in the second stage.



STAGE 2



stay in the air too long, you're toast.

N. Trophy mixes up his first attack: one fireball, then two energy waves in succession, then a second fireball. Double-jump over the first fireball as soon as it's launched, which gives you enough time to land and duck before the first energy wave hits you. If you



From this point onward, N. Trophy becomes unpredictable; he will fire one or two fireballs, or one or two energy waves. It all comes down to reflexes.

Instead of double-jumping over every fireball, wait for each

fireball to get close to you before jumping. Now you can

double-jump over a second fireball, or land and duck under an energy wave.

STAGE 3



N. Trophy doesn't add new attacks in the final stage, but his old attacks are more than enough to deal with. Jump the fireballs, duck the energy waves, and boink him on the head three times to knock him out and complete the game. Congratulations! Now go for Platinums in every Time Trial, which will keep you busy for the next 200 years or so....



MULTIPLAYER MADNESS

GETTING STARTED

To experience the multiplayer modes of *N-Tranced*, you need the following goodies:

- 2 Game Boy Advance systems
- 2 copies of *Crash Bandicoot 2: N-Tranced*
- 1 Game Boy Advance Game Link Cable



Make sure both Game Boy Advance systems are turned off, then insert the *N-Tranced* Game Paks, connect the Game Link Cable to both systems, and turn on both systems. Choose one of two multiplayer games: **Atlasphere** and **Link Race**.

Open up additional characters for the multiplayer games by downloading a saved game from *Crash Bandicoot: The Huge Adventure*. For more information, see the next section.



SUPER SECRETS



Refer to the "System Stuff" section for information on how to transfer saved games from *Crash Bandicoot: The Huge Adventure* to *Crash Bandicoot 2: N-Tranced*. Doing so unlocks extra characters and an extra Atlisphere arena. Here's the breakdown:

- Cortex is unlocked by copying a *The Huge Adventure* save to *N-Tranced*.
- Defeating Tiny in *The Huge Adventure* unlocks him in *N-Tranced*.
- Defeating Dingodile in *The Huge Adventure* unlocks him in *N-Tranced*.
- Defeating N. Gin in *The Huge Adventure* unlocks him in *N-Tranced*.
- Defeating Neo Cortex in *The Huge Adventure* unlocks the MegaMix level in *N-Tranced*.

